

<p>All Is Dust ⑦</p> <p>Kindred Sorcery -- Eldrazi</p> <p>Each player sacrifices all permanents they control that are one or more colors.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>All Is Dust ⑦</p> <p>Kindred Sorcery -- Eldrazi</p> <p>Each player sacrifices all permanents they control that are one or more colors.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>All Is Dust ⑦</p> <p>Kindred Sorcery -- Eldrazi</p> <p>Each player sacrifices all permanents they control that are one or more colors.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Chalice of the Void (X)(X)</p> <p>Artifact</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
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<div>Expedition Map 1</div> <div>Artifact</div> <div> { 2 } , { T } , Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Expedition Map 1</div> <div>Artifact</div> <div> { 2 } , { T } , Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Expedition Map 1</div> <div>Artifact</div> <div> { 2 } , { T } , Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Expedition Map 1</div> <div>Artifact</div> <div> { 2 } , { T } , Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Playtest cards - acydcytryk - Modern (Modern League)

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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

<div>Gemstone Caverns</div> <div>Legendary Land</div> <p>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.</p> <p>{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.</p> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Karn, the Great Creator</div> <div>Legendary Planeswalker -- Karn</div> <p>Activated abilities of artifacts your opponents control can't be activated.</p> <p>[+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.</p> <p>[-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.</p> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Karn, the Great Creator</div> <div>Legendary Planeswalker -- Karn</div> <p>Activated abilities of artifacts your opponents control can't be activated.</p> <p>[+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.</p> <p>[-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.</p> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Karn, the Great Creator</div> <div>Legendary Planeswalker -- Karn</div> <p>Activated abilities of artifacts your opponents control can't be activated.</p> <p>[+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.</p> <p>[-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.</p> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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<div><div><div>The Underworld Cookbook</div><div>1</div></div><div>Artifact -- Book</div><div>{T}, Discard a card: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") {4}, {T}, Sacrifice this artifact: Return target creature card from your graveyard to your hand.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Trinisphere</div><div>3</div></div><div>Artifact</div><div>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.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Trinisphere</div><div>3</div></div><div>Artifact</div><div>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.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Trinisphere</div><div>3</div></div><div>Artifact</div><div>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.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div>Ugin's Labyrinth</div> <div>Land</div> <div> <p>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.</p> <p>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.</p> <p>{T}: Return the exiled card to its owner's hand.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div>Ugin's Labyrinth</div> <div>Land</div> <div> <p>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.</p> <p>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.</p> <p>{T}: Return the exiled card to its owner's hand.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div>Ugin's Labyrinth</div> <div>Land</div> <div> <p>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.</p> <p>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.</p> <p>{T}: Return the exiled card to its owner's hand.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div>Ugin's Labyrinth</div> <div>Land</div> <div> <p>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.</p> <p>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.</p> <p>{T}: Return the exiled card to its owner's hand.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div>Ulamog, the Ceaseless Hunger ¹⁰</div> <div>Legendary Creature -- Eldrazi</div> <div> <p>When you cast this spell, exile two target permanents.</p> <p>Indestructible</p> <p>Whenever Ulamog attacks, defending player exiles the top twenty cards of their library.</p> </div> <div> <div>10/10</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div>Urza's Mine</div> <div>Land -- Urza's Mine</div> <div> <p>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div>Urza's Mine</div> <div>Land -- Urza's Mine</div> <div> <p>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div>Urza's Mine</div> <div>Land -- Urza's Mine</div> <div> <p>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

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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

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.

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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.

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Land - - Urza's Power-Plant

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Land -- Urza's Power-Plant

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

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Urza's Saga

Enchantment Land -- Urza's Saga

```
(As this Saga enters and after your
draw step, add a lore counter.
Sacrifice after III.)
I -- This Saga gains "{T}: Add {C}."
II -- This Saga gains "{2}, {T}:
Create a 0/0 colorless Construct
artifact creature token with 'This
token gets +1/+1 for each artifact
you control.'"
III -- Search your library for an
artifact card with mana cost {0} or
{1}, put it onto the battlefield,
then shuffle.
```

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Enchantment Land -- Urza's Saga

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then shuffle.
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Urza's Saga

Enchantment Land -- Urza's Saga

```
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- This Saga gains "{T}: Add {C}."
II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"
III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.
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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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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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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Chalice of the Void (X)(X)

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.

[sideboard]

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cursed Totem (2)

Artifact

Activated abilities of creatures
can't be activated.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dismember (1) (BP) (BP)

Instant

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

```
[sideboard]
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disruptor Flute ② <hr/> Artifact <hr/> 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] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Ensnaring Bridge ③ <hr/> Artifact <hr/> Creatures with power greater than the number of cards in your hand can't attack. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Liquimetal Coating ② <hr/> Artifact <hr/> {T}: Target permanent becomes an artifact in addition to its other types until end of turn. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Oblivion Stone ③ <hr/> Artifact <hr/> {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] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
Pithing Needle ① <hr/> Artifact <hr/> 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] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Ratchet Bomb ② <hr/> Artifact <hr/> {T}: Put a charge counter on this artifact. {T}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	The One Ring ④ <hr/> Legendary Artifact <hr/> Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	The Stone Brain ② <hr/> Legendary Artifact <hr/> {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] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div>Tormod's Crypt0</div> <div>Artifact</div> <div> {T}, Sacrifice this artifact: Exile target player's graveyard. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Walking BallistaXX</div> <div>Artifact Creature -- Construct</div> <div> 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. </div> <div> [sideboard] </div> <div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Worn Powerstone3</div> <div>Artifact</div> <div> This artifact enters tapped. {T}: Add {C}{C}. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	

Playtest cards - acydcytryk - Modern (Modern League)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 10/10 - 3 cards - 2.5 x 3.5 in each