

<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>Breaker of Creation 6CC</p> <p>Creature -- Eldrazi</p> <p>When you cast this spell, you gain 1 life for each colorless permanent you control. Hexproof from each color Annihilator 2 (Whenever this creature attacks, defending player sacrifices two permanents of their choice.)</p> <p>8/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Cityscape Leveler 8</p> <p>Artifact Creature -- Construct</p> <p>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}</p> <p>8/8</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Devourer of Destiny 5CC</p> <p>Creature -- Eldrazi</p> <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. When you cast this spell, exile target permanent that's one or more colors.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Devourer of Destiny 5CC</p> <p>Creature -- Eldrazi</p> <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. When you cast this spell, exile target permanent that's one or more colors.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Devourer of Destiny 5CC</p> <p>Creature -- Eldrazi</p> <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. When you cast this spell, exile target permanent that's one or more colors.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div> <div>Devourer of Destiny (5)(C)(C)</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>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Dismember (1)(BP)(BP)</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Dismember (1)(BP)(BP)</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Eldrazi Temple</div> <div>Land</div> <div> <p>[T]: Add [C].</p> <p>[T]: Add [C][C]. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</p> </div> <div></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.

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② ③

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

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

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.

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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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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

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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. <div>L 5</div> 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. <div>L 5</div> 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. <div>L 5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kozilek, Butcher of Truth ⑩ Legendary Creature -- Eldrazi When you cast this spell, draw four cards. Annihilator 4 (Whenever this creature attacks, defending player sacrifices four permanents of their choice.) When Kozilek is put into a graveyard from anywhere, its owner shuffles their graveyard into their library. <div>12/12</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Mind Stone</div><div>Artifact</div><div><div><div></div></div><div>{T}: Add {C}.</div><div>{1}, {T}, Sacrifice this artifact:</div><div>Draw a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Mind Stone</div><div>Artifact</div><div><div><div></div></div><div>{T}: Add {C}.</div><div>{1}, {T}, Sacrifice this artifact:</div><div>Draw a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Mind Stone</div><div>Artifact</div><div><div><div></div></div><div>{T}: Add {C}.</div><div>{1}, {T}, Sacrifice this artifact:</div><div>Draw a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Snow-Covered Wastes</div><div>Basic Snow Land</div><div><div><div></div></div><div>{T}: Add {C}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Snow-Covered Wastes</div><div>Basic Snow Land</div><div><div><div></div></div><div>{T}: Add {C}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div><div><div></div></div><div>{T}: Add {B}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>The One Ring</div><div>Legendary Artifact</div><div><div><div></div></div><div>Indestructible</div><div>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</div><div>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</div><div>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>The One Ring</div><div>Legendary Artifact</div><div><div><div></div></div><div>Indestructible</div><div>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</div><div>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</div><div>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

<div> <div>The One Ring</div> <div> <div>4</div> </div> </div> <div> <div> <div>Legendary Artifact</div> <div> <div>Indestructible</div> <div>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</div> <div>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</div> <div>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> </div> </div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Thought-Knot Seer</div> <div> <div>3C</div> </div> </div> <div> <div> <div>Creature -- Eldrazi</div> <div> <div>{C} represents colorless mana.)</div> <div>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.</div> <div>When this creature leaves the battlefield, target opponent draws a card.</div> </div> </div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Thought-Knot Seer</div> <div> <div>3C</div> </div> </div> <div> <div> <div>Creature -- Eldrazi</div> <div> <div>{C} represents colorless mana.)</div> <div>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.</div> <div>When this creature leaves the battlefield, target opponent draws a card.</div> </div> </div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Thought-Knot Seer</div> <div> <div>3C</div> </div> </div> <div> <div> <div>Creature -- Eldrazi</div> <div> <div>{C} represents colorless mana.)</div> <div>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.</div> <div>When this creature leaves the battlefield, target opponent draws a card.</div> </div> </div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </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. {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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<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></div>	<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></div>	<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></div>
<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></div>	<div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Urza's Tower</div><div>Land -- Urza's Tower</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Urza's Tower</div><div>Land -- Urza's Tower</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Urza's Tower</div><div>Land -- Urza's Tower</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Urza's Tower</div><div>Land -- Urza's Tower</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Breaker of Creation (6)(C)(C)</div><div>Creature -- Eldrazi</div><div>When you cast this spell, you gain 1 life for each colorless permanent you control. Hexproof from each color Annihilator 2 (Whenever this creature attacks, defending player sacrifices two permanents of their choice.)</div><div>[sideboard]</div><div>8/4</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. 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>Cursed Totem (2)</div><div>Artifact</div><div>Activated abilities of creatures can't be activated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Ensnaring Bridge ③ Artifact Creatures with power greater than the number of cards in your hand can't attack. [sideboard]	Forsaken Monument ⑤ Legendary Artifact Colorless creatures you control get +2/+2. Whenever you tap a permanent for {C}, add an additional {C}. Whenever you cast a colorless spell, you gain 2 life. [sideboard]	Liquimetal Coating ② Artifact {T}: Target permanent becomes an artifact in addition to its other types until end of turn. [sideboard]	Sundering Titan ⑧ Artifact Creature -- Golem When this creature enters or leaves the battlefield, choose a land of each basic land type, then destroy those lands. [sideboard]
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	7/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
The One Ring ④ Legendary Artifact 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]	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]	Tormod's Crypt ⑥ Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard]	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	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vexing Bauble ① Artifact Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard]	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]	Winter Moon ② Artifact Players can't untap more than one nonbasic land during their untap steps. [sideboard]	Wurmcoil Engine ⑥ Artifact Creature -- Phyrexian Wurm Deathtouch, lifelink When this creature dies, create a 3/3 colorless Phyrexian Wurm artifact creature token with deathtouch and a 3/3 colorless Phyrexian Wurm artifact creature token with lifelink. [sideboard]
<div>0/0</div>	<div>0/0</div>	<div>6/6</div>	<div>6/6</div>
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Playtest cards - mot88 - 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 - 4 cards - 2.5 x 3.5 in each