

7

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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⊗ ⊗

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.

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5 C C

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

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| <b>Devourer of Destiny</b> (5)(C)(C)<br>Creature -- Eldrazi<br>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.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Devourer of Destiny</b> (5)(C)(C)<br>Creature -- Eldrazi<br>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.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Devourer of Destiny</b> (5)(C)(C)<br>Creature -- Eldrazi<br>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.<br><div>6/6</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>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>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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                    | <b>Emrakul, the World Anew</b> (12)<br>Legendary Creature -- Eldrazi<br>When you cast this spell, gain control of all creatures target player controls.<br>Flying, protection from spells and from permanents that were cast this turn<br>When Emrakul leaves the battlefield, sacrifice all creatures you control.<br>Madness--Pay six {C}.<br><div>12/12</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div> <b>Emrakul, the World Anew</b> <span>12</span> </div> <div>           Legendary Creature -- Eldrazi         </div> <div> <p>When you cast this spell, gain control of all creatures target player controls.</p> <p>Flying, protection from spells and from permanents that were cast this turn</p> <p>When Emrakul leaves the battlefield, sacrifice all creatures you control.</p> <p>Madness--Pay six {C}.</p> </div> <div> <div>12/12</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Emrakul, the World Anew</b> <span>12</span> </div> <div>           Legendary Creature -- Eldrazi         </div> <div> <p>When you cast this spell, gain control of all creatures target player controls.</p> <p>Flying, protection from spells and from permanents that were cast this turn</p> <p>When Emrakul leaves the battlefield, sacrifice all creatures you control.</p> <p>Madness--Pay six {C}.</p> </div> <div> <div>12/12</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Emrakul, the World Anew</b> <span>12</span> </div> <div>           Legendary Creature -- Eldrazi         </div> <div> <p>When you cast this spell, gain control of all creatures target player controls.</p> <p>Flying, protection from spells and from permanents that were cast this turn</p> <p>When Emrakul leaves the battlefield, sacrifice all creatures you control.</p> <p>Madness--Pay six {C}.</p> </div> <div> <div>12/12</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Expedition Map</b> <span>1</span> </div> <div>           Artifact         </div> <div> <p>{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Expedition Map</b> <span>1</span> </div> <div>           Artifact         </div> <div> <p>{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                              | <div> <b>Expedition Map</b> <span>1</span> </div> <div>           Artifact         </div> <div> <p>{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                              | <div> <b>Expedition Map</b> <span>1</span> </div> <div>           Artifact         </div> <div> <p>{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                              | <div> <b>Forest</b> </div> <div>           Basic Land -- Forest         </div> <div> <p>{T}: Add {G}.)</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                     |



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| <div><div>The One Ring④</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>The One Ring④</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>The One Ring④</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>The Underworld Cookbook①</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.")<br/>{4}, {T}, Sacrifice this artifact: Return target creature card from your graveyard to your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 |
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| <div><div>Trinisphere</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <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> | <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> | <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> |
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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.

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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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## 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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## 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 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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```
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```

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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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## 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 |  |
|------------|--|

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

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## Argentum Masticore

⑤

Artifact Creature -- Phyrexian Masticore

First strike, protection from multicolored

At the beginning of your upkeep, sacrifice this creature unless you discard a card. When you discard a card this way, destroy target nonland permanent an opponent controls with mana value less than or equal to the mana value of the discarded card.

[sidebar]

5/5

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## Cityscape Leveler

8

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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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## Cursed Totem

②

Artifact

Activated abilities of creatures  
can't be activated.

[sidebar]

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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.
```

[sideboard]

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Playtest cards - nola\_gold - Modern (Modern Challenge 64)

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

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| <div> <b>Elixir of Immortality</b> <span>①</span> </div> <div>Artifact</div> <div> <p>{2}, {T}: You gain 5 life. Shuffle this artifact and your graveyard into their owner's library.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                     | <div> <b>Ensnaring Bridge</b> <span>③</span> </div> <div>Artifact</div> <div> <p>Creatures with power greater than the number of cards in your hand can't attack.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                             | <div> <b>Liquimetal Coating</b> <span>②</span> </div> <div>Artifact</div> <div> <p>{T}: Target permanent becomes an artifact in addition to its other types until end of turn.</p> <p>[sideboard]</p> </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> <p>When this creature enters or leaves the battlefield, choose a land of each basic land type, then destroy those lands.</p> <p>[sideboard]</p> </div> <div> <div>7/10</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                      |
| <div> <b>The Filigree Sylex</b> <span>②</span> </div> <div>Legendary Artifact</div> <div> <p>{T}: Put an oil counter on The Filigree Sylex.</p> <p>{T}, Sacrifice The Filigree Sylex: Destroy each nonland permanent with mana value equal to the number of oil counters on The Filigree Sylex.</p> <p>{T}, Remove ten oil counters from among permanents you control and sacrifice The Filigree Sylex: It deals 10 damage to any target.</p> <p>[sideboard]</p> </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> <p>Indestructible</p> <p>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</p> <p>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</p> <p>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>The Stone Brain</b> <span>②</span> </div> <div>Legendary Artifact</div> <div> <p>{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.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>The Underworld Cookbook</b> <span>①</span> </div> <div>Artifact -- Book</div> <div> <p>{T}, Discard a card: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</p> <p>{4}, {T}, Sacrifice this artifact: Return target creature card from your graveyard to your hand.</p> <p>[sideboard]</p> </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> { 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>Walking Ballista</div> <div>X X</div> </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>Worn Powerstone</div> <div>3</div> </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> |  |
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