

<div> Bonders' Enclave </div> <div> Land </div> <div> <p>{T}: Add {C}.</p> <p>{3}, {T}: Draw a card. Activate only if you control a creature with power 4 or greater.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Boseiju, Who Endures </div> <div> Legendary Land </div> <div> <p>{T}: Add {G}.</p> <p>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Cavern of Souls </div> <div> Land </div> <div> <p>As this land enters, choose a creature type.</p> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color.</p> <p>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Devourer of Destiny ⑤③③ </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> <div>6/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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<div> Playtest cards - DB_InspiringTimmy - Modern (Modern League) </div>	<div> 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. </div>	<div> </div>	<div> sheet 1/10 - 8 cards - 2.5 x 3.5 in each </div>

<div> Drowner of Truth <div> <div>5</div> <div>6/11</div> <div>6/11</div> </div> </div> <div> <div>Creature -- Eldrazi</div> <div> <div>Devoid (This card has no color.)</div> <div>When you cast this spell, if {C} was spent to cast it, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</div> </div> <div> <div>7/6</div> <div>BACK FACE</div> </div> <div> <div>Drowned Jungle</div> <div>Land</div> <div>This land enters tapped.</div> <div>{T}: Add {G} or {U}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> Eldrazi Temple </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Eldrazi Temple </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Eldrazi Temple </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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Fanatic of Rhonas <hr/> Token Creature -- Zombie Snake Druid <hr/> {T}: Add {G}. Ferocious -- {T}: Add {G}{G}{G}{G}. Activate only if you control a creature with power 4 or greater. <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Forest <hr/> Basic Land -- Forest <hr/> ({T}: Add {G}.) <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Forest <hr/> Basic Land -- Forest <hr/> ({T}: Add {G}.) <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Forest <hr/> Basic Land -- Forest <hr/> ({T}: Add {G}.) <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Forest <hr/> Basic Land -- Forest <hr/> ({T}: Add {G}.) <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Gemstone Caverns <hr/> Legendary Land <hr/> 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. {T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Kozilek's Command (X)(C)(C) <hr/> Kindred Instant -- Eldrazi <hr/> 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. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Kozilek's Command (X)(C)(C) <hr/> Kindred Instant -- Eldrazi <hr/> 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. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

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Playtest cards - DB_InspiringTimmy - Modern (Modern League)

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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>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>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>Wastes</div><div>Basic Land</div><div>{T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>World Breaker</div><div>66</div><div>Creature -- Eldrazi</div><div>Devoid (This card has no color.) When you cast this spell, exile target artifact, enchantment, or land. Reach {2}{C}, Sacrifice a land: Return this card from your graveyard to your hand. ({C} represents colorless mana.)</div><div>5/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>World Breaker</div><div>66</div><div>Creature -- Eldrazi</div><div>Devoid (This card has no color.) When you cast this spell, exile target artifact, enchantment, or land. Reach {2}{C}, Sacrifice a land: Return this card from your graveyard to your hand. ({C} represents colorless mana.)</div><div>5/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>World Breaker</div><div>66</div><div>Creature -- Eldrazi</div><div>Devoid (This card has no color.) When you cast this spell, exile target artifact, enchantment, or land. Reach {2}{C}, Sacrifice a land: Return this card from your graveyard to your hand. ({C} represents colorless mana.)</div><div>5/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>World Breaker</div><div>66</div><div>Creature -- Eldrazi</div><div>Devoid (This card has no color.) When you cast this spell, exile target artifact, enchantment, or land. Reach {2}{C}, Sacrifice a land: Return this card from your graveyard to your hand. ({C} represents colorless mana.)</div><div>5/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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③

Activated abilities of artifacts and creatures can't be activated unless they're mana abilities.

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13

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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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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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.

[T]: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.

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©

Choose one --

- * Counter target multicolored spell.
- * Destroy target multicolored permanent.

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Choose one --
* Counter target multicolored spell.
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<div> <div> Void Mirror <div>②</div> </div> <div> Artifact <div> Whenever a player casts a spell, if no colored mana was spent to cast it, counter that spell. </div> <div> [sideboard] </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> </div>	<div> <div> Void Mirror <div>②</div> </div> <div> Artifact <div> Whenever a player casts a spell, if no colored mana was spent to cast it, counter that spell. </div> <div> [sideboard] </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> </div>	<div> <div> Void Mirror <div>②</div> </div> <div> Artifact <div> Whenever a player casts a spell, if no colored mana was spent to cast it, counter that spell. </div> <div> [sideboard] </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> </div>	
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Playtest cards - DB_InspiringTimmy - 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