

<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>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Chalice of the Void</div><div><div>X</div><div>X</div></div></div> <div>Artifact</div> <div><p>This artifact enters with X charge counters on it.</p><p>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Chalice of the Void</div><div><div>X</div><div>X</div></div></div> <div>Artifact</div> <div><p>This artifact enters with X charge counters on it.</p><p>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Chalice of the Void</div><div><div>X</div><div>X</div></div></div> <div>Artifact</div> <div><p>This artifact enters with X charge counters on it.</p><p>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Chalice of the Void</div><div><div>X</div><div>X</div></div></div> <div>Artifact</div> <div><p>This artifact enters with X charge counters on it.</p><p>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>City of Traitors</div></div> <div>Land</div> <div><p>When you play another land, sacrifice this land.</p><p>{T}: Add {C}{C}.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>City of Traitors</div></div> <div>Land</div> <div><p>When you play another land, sacrifice this land.</p><p>{T}: Add {C}{C}.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Cloudpost</div></div> <div>Land -- Locus</div> <div><p>This land enters tapped.</p><p>{T}: Add {C} for each Locus on the battlefield.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Cloudpost</div></div> <div>Land -- Locus</div> <div><p>This land enters tapped.</p><p>{T}: Add {C} for each Locus on the battlefield.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

<div>Cloudpost</div> <div>Land -- Locus</div> <div>This land enters tapped. {T}: Add {C} for each Locus on the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Cloudpost</div> <div>Land -- Locus</div> <div>This land enters tapped. {T}: Add {C} for each Locus on the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Eldrazi Temple</div> <div>Land</div> <div>{T}: Add {C}. {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Eldrazi Temple</div> <div>Land</div> <div>{T}: Add {C}. {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Eldrazi Temple</div> <div>Land</div> <div>{T}: Add {C}. {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Emrakul, the Aeons Torn ¹⁵</div> <div>Legendary Creature -- Eldrazi</div> <div>This spell can't be countered. When you cast this spell, take an extra turn after this one. Flying, protection from spells that are one or more colors, annihilator 6 When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.</div> <div>15/15</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Eye of Ugin</div> <div>Legendary Land</div> <div>Colorless Eldrazi spells you cast cost {2} less to cast. {7}, {T}: Search your library for a colorless creature card, reveal it, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Glimmerpost</div> <div>Land -- Locus</div> <div>When this land enters, you gain 1 life for each Locus on the battlefield. {T}: Add {C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Playtest cards - Mistakenn - Legacy (Legacy 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 3/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Glimmerpost</div><div>Land -- Locus</div><div>When this land enters, you gain 1 life for each Locus on the battlefield. {T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Glimmerpost</div><div>Land -- Locus</div><div>When this land enters, you gain 1 life for each Locus on the battlefield. {T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Glimmerpost</div><div>Land -- Locus</div><div>When this land enters, you gain 1 life for each Locus on the battlefield. {T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Golos, Tireless Pilgrim ⑤</div><div>Legendary Artifact Creature -- Scout</div><div>When Golos enters, you may search your library for a land card, put that card onto the battlefield tapped, then shuffle. {2}{W}{U}{B}{R}{G}: Exile the top three cards of your library. You may play them this turn without paying their mana costs.</div><div>3/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Golos, Tireless Pilgrim ⑤</div><div>Legendary Artifact Creature -- Scout</div><div>When Golos enters, you may search your library for a land card, put that card onto the battlefield tapped, then shuffle. {2}{W}{U}{B}{R}{G}: Exile the top three cards of your library. You may play them this turn without paying their mana costs.</div><div>3/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Grim Monolith ②</div><div>Artifact</div><div>This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {4}: Untap this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Grim Monolith ②</div><div>Artifact</div><div>This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {4}: Untap this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Grim Monolith ②</div><div>Artifact</div><div>This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {4}: Untap this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

②

This artifact doesn't untap during your untap step.

{4}: Untap this artifact.

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```
{T}: Add {W}.
{T}: Return target legendary
creature to its owner's hand.
```

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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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④

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L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[-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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(X)(C)(C)

```
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.
```

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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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X
C
C

```
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.
```

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④

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

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③

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.)

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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.)

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⑥

Colorless spells you cast cost {2} less to cast.

[+1]: Exile the top card of your library face down and look at it. Create a 2/2 colorless Spirit creature token. When that token leaves the battlefield, put the exiled card into your hand.

[-3]: Destroy target permanent that's one or more colors.

L 4

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⑥

Colorless spells you cast cost {2} less to cast.

[+1]: Exile the top card of your library face down and look at it. Create a 2/2 colorless Spirit creature token. When that token leaves the battlefield, put the exiled card into your hand.

[-3]: Destroy target permanent that's one or more colors.

L 4

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8

```
[+2]: Ugin deals 3 damage to any
target.
[-X]: Exile each permanent with mana
value X or less that's one or more
colors.
[-10]: You gain 7 life, draw seven
cards, then put up to seven
permanent cards from your hand onto
the battlefield.
```

L 7

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16

When you cast this spell, exile two target permanents.
Indestructible
Whenever Ulamog attacks, defending player exiles the top twenty cards of their library.

10/10

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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>Ulamog, the Defiler</div><div>10</div></div><div>Legendary Creature -- Eldrazi</div><div>When you cast this spell, target opponent exiles the top half of their library, rounded up. Ward--Sacrifice two permanents. Ulamog enters with a number of +1/+1 counters on it equal to the greatest mana value among cards in exile. Ulamog has annihilator X, where X is the number of +1/+1 counters on it.</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Vesuva</div><div></div></div><div>Land</div><div>You may have this land enter tapped as a copy of any land on the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Vesuva</div><div></div></div><div>Land</div><div>You may have this land enter tapped as a copy of any land on the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Vesuva</div><div></div></div><div>Land</div><div>You may have this land enter tapped as a copy of any land on the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Ensnaring Bridge</div><div>3</div></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 PLAYbotbox.dev</div></div>	<div><div><div>Gut Shot</div><div>RP</div></div><div>Instant</div><div>({R/P} can be paid with either {R} or 2 life.) Gut Shot deals 1 damage to any target.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Gut Shot</div><div>RP</div></div><div>Instant</div><div>({R/P} can be paid with either {R} or 2 life.) Gut Shot deals 1 damage to any target.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Gut Shot</div><div>RP</div></div><div>Instant</div><div>({R/P} can be paid with either {R} or 2 life.) Gut Shot deals 1 damage to any target.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Leyline of the Void 2BB</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Leyline of the Void 2BB</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Leyline of the Void 2BB</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Leyline of the Void 2BB</div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Liquimetal Coating 2</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 PLAYbotbox.dev</div>	<div>Mycosynth Lattice 6</div> <div>Artifact</div> <div>All permanents are artifacts in addition to their other types. All cards that aren't on the battlefield, spells, and permanents are colorless. Players may spend mana as though it were mana of any color.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Oblivion Stone 3</div> <div>Artifact</div> <div>{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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Ratchet Bomb 2</div> <div>Artifact</div> <div>{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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div>Tormod's Crypt</div> <div>Artifact</div> <div> <div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div> <div>[sideboard]</div> </div> <div> <div>0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Walking Ballista</div> <div>Artifact Creature -- Construct</div> <div> <div>This creature enters with X +1/+1 counters on it.</div> <div>{4}: Put a +1/+1 counter on this creature.</div> <div>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</div> <div>[sideboard]</div> </div> <div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Warping Wail</div> <div>Instant</div> <div> <div> <div> <div>{C} represents colorless mana.</div> <div>Choose one --</div> <div> <div>* Exile target creature with power or toughness 1 or less.</div> <div>* Counter target sorcery spell.</div> <div>* Create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}."</div> </div> </div> <div>[sideboard]</div> </div> <div> <div>1C</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	
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