

<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>Cavern of Souls</div> <div>Land</div> <div>As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Cavern of Souls</div> <div>Land</div> <div>As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
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Playtest cards - Mizlizzie - Modern (Modern League)

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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<div> <div>Eldrazi Linebreaker 1C R</div> <div>Creature -- Eldrazi</div> <div> <p>Devoid (This card has no color.)</p> <p>Trample</p> <p>At the beginning of combat on your turn, target creature you control gains haste and gets +X/+0 until end of turn, where X is the number of Eldrazi you control.</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Eldrazi Linebreaker 1C R</div> <div>Creature -- Eldrazi</div> <div> <p>Devoid (This card has no color.)</p> <p>Trample</p> <p>At the beginning of combat on your turn, target creature you control gains haste and gets +X/+0 until end of turn, where X is the number of Eldrazi you control.</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Eldrazi Linebreaker 1C R</div> <div>Creature -- Eldrazi</div> <div> <p>Devoid (This card has no color.)</p> <p>Trample</p> <p>At the beginning of combat on your turn, target creature you control gains haste and gets +X/+0 until end of turn, where X is the number of Eldrazi you control.</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Eldrazi Linebreaker 1C R</div> <div>Creature -- Eldrazi</div> <div> <p>Devoid (This card has no color.)</p> <p>Trample</p> <p>At the beginning of combat on your turn, target creature you control gains haste and gets +X/+0 until end of turn, where X is the number of Eldrazi you control.</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>

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Eldrazi Temple

Land

{T}: Add {C}.
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Herigast, Erupting Nullkite ⑨

Legendary Creature -- Eldrazi Dragon

Emergence {6}{R}{R} (You may cast this spell by sacrificing a creature and paying the emergence cost reduced by that creature's mana value.) When you cast this spell, you may exile your hand. If you do, draw three cards.

Flying

Each creature spell you cast has emerge. The emerge cost is equal to its mana cost.

6/6

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It That Heralds the End (1)(c)

Creature -- Eldrazi Drone

Colorless spells you cast with mana value 7 or greater cost {1} less to cast.

Other colorless creatures you control get +1/+1.

2/2

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It That Heralds the End ①③ Creature -- Eldrazi Drone Colorless spells you cast with mana value 7 or greater cost {1} less to cast. Other colorless creatures you control get +1/+1. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	It That Heralds the End ①③ Creature -- Eldrazi Drone Colorless spells you cast with mana value 7 or greater cost {1} less to cast. Other colorless creatures you control get +1/+1. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Matter Reshaper ②③ Creature -- Eldrazi ({C} represents colorless mana.) When this creature dies, reveal the top card of your library. You may put that card onto the battlefield if it's a permanent card with mana value 3 or less. Otherwise, put that card into your hand. <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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<div> <div>Sanctum of Ugin</div> <div>Land</div> <div> {T}: Add {C}. Whenever you cast a colorless spell with mana value 7 or greater, you may sacrifice this land. If you do, 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>	<div> <div>Secluded Courtyard</div> <div>Land</div> <div> As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Secluded Courtyard</div> <div>Land</div> <div> As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Secluded Courtyard</div> <div>Land</div> <div> As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
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Unclaimed Territory

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Wastescape Battlemage ①©

Creature -- Eldrazi Wizard

Kicker {G} and/or {1}{U}
When you cast this spell, if it was kicked with its {G} kicker, exile target artifact or enchantment an opponent controls.
When you cast this spell, if it was kicked with its {1}{U} kicker, return target creature an opponent controls to its owner's hand.

2/2

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<div><div><div>Writhing Chrysalis</div><div>2R6</div></div><div>Creature -- Eldrazi Drone</div><div>Devoid (This card has no color.) When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}." Reach Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Writhing Chrysalis</div><div>2R6</div></div><div>Creature -- Eldrazi Drone</div><div>Devoid (This card has no color.) When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}." Reach Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Writhing Chrysalis</div><div>2R6</div></div><div>Creature -- Eldrazi Drone</div><div>Devoid (This card has no color.) When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}." Reach Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Writhing Chrysalis</div><div>2R6</div></div><div>Creature -- Eldrazi Drone</div><div>Devoid (This card has no color.) When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}." Reach Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Chalice of the Void</div><div>X X</div></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><div>Chalice of the Void</div><div>X X</div></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><div>Chalice of the Void</div><div>X X</div></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><div>Chalice of the Void</div><div>X X</div></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>Dismember</div> <div> <div>1</div> <div>BP</div> <div>BP</div> </div> </div> <div> <div>Instant</div> <div> <div> <div>{B/P} can be paid with either {B} or 2 life.)</div> <div>Target creature gets -5/-5 until end of turn.</div> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Gemstone Caverns</div> <div></div> </div> <div> <div> <div>Legendary Land</div> <div> <div>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.</div> <div>{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.</div> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Null Elemental Blast</div> <div> <div>C</div> </div> </div> <div> <div>Instant</div> <div> <div>Choose one --</div> <div>* Counter target multicolored spell.</div> <div>* Destroy target multicolored permanent.</div> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Null Elemental Blast</div> <div> <div>C</div> </div> </div> <div> <div>Instant</div> <div> <div>Choose one --</div> <div>* Counter target multicolored spell.</div> <div>* Destroy target multicolored permanent.</div> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Reality Smasher</div> <div> <div>4</div> <div>C</div> </div> </div> <div> <div> <div>Creature -- Eldrazi</div> <div> <div>{C} represents colorless mana.)</div> <div>Trample, haste</div> <div>Whenever this creature becomes the target of a spell an opponent controls, counter that spell unless its controller discards a card.</div> </div> <div>[sideboard]</div> </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Reality Smasher</div> <div> <div>4</div> <div>C</div> </div> </div> <div> <div> <div>Creature -- Eldrazi</div> <div> <div>{C} represents colorless mana.)</div> <div>Trample, haste</div> <div>Whenever this creature becomes the target of a spell an opponent controls, counter that spell unless its controller discards a card.</div> </div> <div>[sideboard]</div> </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Reality Smasher</div> <div> <div>4</div> <div>C</div> </div> </div> <div> <div> <div>Creature -- Eldrazi</div> <div> <div>{C} represents colorless mana.)</div> <div>Trample, haste</div> <div>Whenever this creature becomes the target of a spell an opponent controls, counter that spell unless its controller discards a card.</div> </div> <div>[sideboard]</div> </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Trinisphere</div> <div> <div>3</div> </div> </div> <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>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

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