

<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>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>Chalice of the Void (X)(X)</p> <p>Artifact</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Chalice of the Void (X)(X)</p> <p>Artifact</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Chalice of the Void (X)(X)</p> <p>Artifact</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Devourer of Destiny ⑤③③</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 PLAY botbox.dev</div> </div>	<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 PLAY botbox.dev</div> </div>	<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 PLAY botbox.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 PLAY botbox.dev</div> </div>
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<div> Emrakul, the World Anew 12 </div> <div> <p>Legendary Creature -- Eldrazi</p> <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> Emrakul, the World Anew 12 </div> <div> <p>Legendary Creature -- Eldrazi</p> <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> Expedition Map 1 </div> <div> <p>Artifact</p> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Expedition Map 1 </div> <div> <p>Artifact</p> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
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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'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.
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<div><div>The One Ring</div><div>4</div></div> <div>Legendary Artifact</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>The One Ring</div><div>4</div></div> <div>Legendary Artifact</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>The One Ring</div><div>4</div></div> <div>Legendary Artifact</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>The Underworld Cookbook</div><div>1</div></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.") {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><div>Trinisphere</div><div>3</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Trinisphere</div><div>3</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Trinisphere</div><div>3</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Trinisphere</div><div>3</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Ugin's Binding</div><div><div>2</div><div>U</div></div></div> <div><div>Instant</div><div>Devoid (This card has no color.) Return target nonland permanent you don't control to its owner's hand. Whenever you cast a colorless spell with mana value 7 or greater, you may exile this card from your graveyard. When you do, return each nonland permanent you don't control to its owner's hand.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Ugin's Labyrinth</div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Ugin's Labyrinth</div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Ugin's Labyrinth</div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Ugin's Labyrinth</div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Urza's Mine</div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Urza's Mine</div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Urza's Mine</div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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Land -- Urza's Power-Plant

{T}: Add **{C}**. If you control an Urza's Mine and an Urza's Tower, add **{C}{C}** instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Saga

Enchantment Land -- Urza's Saga

```
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III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Chalice of the Void (X)(X)

Artifact

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cityscape Leveler ⑧

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}
```

[sideboard]

8/8

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Crucible of Worlds ③

Artifact

You may play lands from your graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cursed Totem (2)

Artifact

Activated abilities of creatures
can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> Disruptor Flute ② </div> <div>Artifact</div> <div> <p>Flash</p> <p>As this artifact enters, choose a card name.</p> <p>Spells with the chosen name cost {3} more to cast.</p> <p>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Elixir of Immortality ① </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> Ensnaring Bridge ③ </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> Liquimetal Coating ② </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> The Filigree Sylex ② </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> The One Ring ④ </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> The Stone Brain ② </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> Tormod's Crypt ⑥ </div> <div>Artifact</div> <div> <p>{T}, Sacrifice this artifact: Exile target player's graveyard.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

Playtest cards - bonsheen - 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 9/10 - 8 cards - 2.5 x 3.5 in each

<div> <div>Ugin's Binding</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>Devoid (This card has no color.)</div> <div>Return target nonland permanent you don't control to its owner's hand. Whenever you cast a colorless spell with mana value 7 or greater, you may exile this card from your graveyard. When you do, return each nonland permanent you don't control to its owner's hand.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Ugin's Binding</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>Devoid (This card has no color.)</div> <div>Return target nonland permanent you don't control to its owner's hand. Whenever you cast a colorless spell with mana value 7 or greater, you may exile this card from your graveyard. When you do, return each nonland permanent you don't control to its owner's hand.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Walking Ballista</div> <div> <div>X</div> <div>X</div> </div> </div> <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>
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Playtest cards - bonsheen - 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