

<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>Boseiju, Who Endures</div> <div>Legendary Land</div> <div>{T}: Add {G}. 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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Devourer of Destiny5CC</div> <div>Creature -- Eldrazi</div> <div>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.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
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<div><div><div>Dismember</div><div><div>1</div><div>BP</div><div>BP</div></div></div><div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Eldrazi Temple</div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Eldrazi Temple</div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Eldrazi Temple</div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div><div><div>Thought-Knot Seer</div><div>3C</div></div><div>Creature -- Eldrazi</div><div><div><div><div>{C} represents colorless mana.)</div><div>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.</div><div>When this creature leaves the battlefield, target opponent draws a card.</div></div></div></div><div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Thought-Knot Seer</div><div>3C</div></div><div>Creature -- Eldrazi</div><div><div><div><div>{C} represents colorless mana.)</div><div>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.</div><div>When this creature leaves the battlefield, target opponent draws a card.</div></div></div></div><div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Thought-Knot Seer</div><div>3C</div></div><div>Creature -- Eldrazi</div><div><div><div><div>{C} represents colorless mana.)</div><div>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.</div><div>When this creature leaves the battlefield, target opponent draws a card.</div></div></div></div><div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Thought-Knot Seer</div><div>3C</div></div><div>Creature -- Eldrazi</div><div><div><div><div>{C} represents colorless mana.)</div><div>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.</div><div>When this creature leaves the battlefield, target opponent draws a card.</div></div></div></div><div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div>Ugin's Labyrinth</div> <div>Land</div> <div> <p>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.</p> <p>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.</p> <p>{T}: Return the exiled card to its owner's hand.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Ugin's Labyrinth</div> <div>Land</div> <div> <p>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.</p> <p>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.</p> <p>{T}: Return the exiled card to its owner's hand.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Ugin's Labyrinth</div> <div>Land</div> <div> <p>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.</p> <p>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.</p> <p>{T}: Return the exiled card to its owner's hand.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Ugin's Labyrinth</div> <div>Land</div> <div> <p>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.</p> <p>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.</p> <p>{T}: Return the exiled card to its owner's hand.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Ugin, the Spirit Dragon ⑧</div> <div>Legendary Planeswalker -- Ugin</div> <div> <p>[+2]: Ugin deals 3 damage to any target.</p> <p>[-X]: Exile each permanent with mana value X or less that's one or more colors.</p> <p>[-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield.</p> </div> <div>L 7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Ulamog, the Ceaseless Hunger ⑩</div> <div>Legendary Creature -- Eldrazi</div> <div> <p>When you cast this spell, exile two target permanents.</p> <p>Indestructible</p> <p>Whenever Ulamog attacks, defending player exiles the top twenty cards of their library.</p> </div> <div>10/10</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Ulamog, the Ceaseless Hunger ⑩</div> <div>Legendary Creature -- Eldrazi</div> <div> <p>When you cast this spell, exile two target permanents.</p> <p>Indestructible</p> <p>Whenever Ulamog attacks, defending player exiles the top twenty cards of their library.</p> </div> <div>10/10</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Urza's Mine</div> <div>Land -- Urza's Mine</div> <div> <p>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Playtest cards - Barro - 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 6/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Urza's Mine</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Urza's Mine</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Urza's Mine</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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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.

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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Urza's Tower

Land - - Urza's Tower

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World Breaker

Creature -- Eldrazi

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.)

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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]

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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}
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ensnaring Bridge (3)

Artifact

Creatures with power greater than the number of cards in your hand can't attack.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Haywire Mite</div> <div>1</div> </div> <div> <div>Artifact Creature -- Insect</div> <div> <p>When this creature dies, you gain 2 life.</p> <p>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</p> <p>[sideboard]</p> </div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Liquimetal Coating</div> <div>2</div> </div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Oblivion Stone</div> <div>3</div> </div> <div> <div>Artifact</div> <div> <p>{4}, {T}: Put a fate counter on target permanent.</p> <p>{5}, {T}, Sacrifice this artifact: Destroy each nonland permanent without a fate counter on it, then remove all fate counters from all permanents.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Sundering Titan</div> <div>8</div> </div> <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>7/10</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>The Filigree Sylex</div> <div>2</div> </div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>The One Ring</div> <div>4</div> </div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>The Stone Brain</div> <div>2</div> </div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Tormod's Crypt</div> <div>0</div> </div> <div> <div>Artifact</div> <div> <p>{T}, Sacrifice this artifact: Exile target player's graveyard.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div> <div>Trinisphere</div> <div>3</div> </div> <div> <div>Artifact</div> <div> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Walking Ballista</div> <div>(X)(X)</div> </div> <div> <div>Artifact Creature -- Construct</div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>{4}: Put a +1/+1 counter on this creature.</p> <p>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</p> <p>[sideboard]</p> </div> <div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Wurmcoil Engine</div> <div>6</div> </div> <div> <div>Artifact Creature -- Phyrexian Wurm</div> <div> <p>Deathtouch, lifelink</p> <p>When this creature dies, create a 3/3 colorless Phyrexian Wurm artifact creature token with deathtouch and a 3/3 colorless Phyrexian Wurm artifact creature token with lifelink.</p> <p>[sideboard]</p> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	

Playtest cards - Barro - 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