

<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>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>Devourer of Destiny5CCC</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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Land

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Legendary Creature -- Eldrazi

When you cast this spell, gain control of all creatures target player controls.

Flying, protection from spells and from permanents that were cast this turn

When Emrakul leaves the battlefield, sacrifice all creatures you control.

Madness--Pay six {}.

12/12

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Artifact

```
{2}, {T}, Sacrifice this artifact:
Search your library for a land card,
reveal it, put it into your hand,
then shuffle.
```

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①

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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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ⓧ Ⓒ Ⓒ

```
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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<div><div>Kozilek's Command (X)(C)(C)</div><div>Kindred Instant -- Eldrazi</div><div>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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Kozilek's Command (X)(C)(C)</div><div>Kindred Instant -- Eldrazi</div><div>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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Kozilek's Command (X)(C)(C)</div><div>Kindred Instant -- Eldrazi</div><div>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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mind Stone (2)</div><div>Artifact</div><div>{T}: Add {C}. {1}, {T}, Sacrifice this artifact: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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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.

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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.

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Urza's Power Plant

Land -- Urza's Power-Plant

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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.

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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.
```

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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.

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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.

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<div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Wastes</div><div>Basic Land</div><div><div>{T}: Add {C}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Wastes</div><div>Basic Land</div><div><div>{T}: Add {C}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Chalice of the Void</div><div>Artifact</div><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><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Cityscape Leveler</div><div>Artifact Creature -- Construct</div><div><div>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}</div></div><div>[sideboard]</div></div> <div>8/8PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Disruptor Flute</div><div>Artifact</div><div><div>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.</div></div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Grafdigger's Cage</div><div>Artifact</div><div><div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div></div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div>Karn's Sylex</div> <div> <div>3</div> </div> </div> <div> <div> <div>Legendary Artifact</div> <div> <div>Karn's Sylex enters tapped. Players can't pay life to cast spells or to activate abilities that aren't mana abilities.</div> <div>{X}, {T}, Exile Karn's Sylex: Destroy each nonland permanent with mana value X or less. Activate only as a sorcery.</div> </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Karn's Sylex</div> <div> <div>3</div> </div> </div> <div> <div> <div>Legendary Artifact</div> <div> <div>Karn's Sylex enters tapped. Players can't pay life to cast spells or to activate abilities that aren't mana abilities.</div> <div>{X}, {T}, Exile Karn's Sylex: Destroy each nonland permanent with mana value X or less. Activate only as a sorcery.</div> </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Karn's Sylex</div> <div> <div>3</div> </div> </div> <div> <div> <div>Legendary Artifact</div> <div> <div>Karn's Sylex enters tapped. Players can't pay life to cast spells or to activate abilities that aren't mana abilities.</div> <div>{X}, {T}, Exile Karn's Sylex: Destroy each nonland permanent with mana value X or less. Activate only as a sorcery.</div> </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Liquimetal Coating</div> <div> <div>2</div> </div> </div> <div> <div> <div>Artifact</div> <div> <div>{T}: Target permanent becomes an artifact in addition to its other types until end of turn.</div> </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Pithing Needle</div> <div> <div>1</div> </div> </div> <div> <div> <div>Artifact</div> <div> <div>As this artifact enters, choose a card name.</div> <div>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div> </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Sundering Titan</div> <div> <div>8</div> </div> </div> <div> <div> <div>Artifact Creature -- Golem</div> <div> <div>When this creature enters or leaves the battlefield, choose a land of each basic land type, then destroy those lands.</div> </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>The Stone Brain</div> <div> <div>2</div> </div> </div> <div> <div> <div>Legendary Artifact</div> <div> <div>{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.</div> </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Tormod's Crypt</div> <div> <div>0</div> </div> </div> <div> <div> <div>Artifact</div> <div> <div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div> </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div> <div>Trinisphere</div> <div>③</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Vexing Bauble</div> <div>①</div> </div> <div>Artifact</div> <div> <p>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Walking Ballista</div> <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>0/0</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	
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