

All Is Dust ⑦ Kindred Sorcery -- Eldrazi Each player sacrifices all permanents they control that are one or more colors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	All Is Dust ⑦ Kindred Sorcery -- Eldrazi Each player sacrifices all permanents they control that are one or more colors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	All Is Dust ⑦ Kindred Sorcery -- Eldrazi Each player sacrifices all permanents they control that are one or more colors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Devourer of Destiny ⑤③③ Creature -- Eldrazi 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. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Devourer of Destiny ⑤③③ Creature -- Eldrazi 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. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Devourer of Destiny ⑤③③ Creature -- Eldrazi 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. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Devourer of Destiny ⑤③③ Creature -- Eldrazi 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. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eldrazi Temple Land {T}: Add {C}. {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eldrazi Temple

Land

{T}: Add {C}.
{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eldrazi Temple

Land

{T}: Add {C}.
{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eldrazi Temple

Land

{T}: Add {C}.
{T}: Add {C}{C}. Spend this mana
only to cast colorless Eldrazi
spells or activate abilities of
colorless Eldrazi.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Expedition Map

①

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Expedition Map

①

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Expedition Map

①

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Expedition Map

①

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

$$(\{T\} : \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

```
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.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

```
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.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

```
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.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Kozilek's Command</div> <div> <div>X</div> <div>C</div> <div>C</div> </div> </div> <div>Kindred Instant -- Eldrazi</div> <div> <p>Choose two --</p> <p>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</p> <p>* Target player scries X, then draws a card.</p> <p>* Exile target creature with mana value X or less.</p> <p>* Exile up to X target cards from graveyards.</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Sowing Mycospawn</div> <div> <div>3</div> <div>G</div> </div> </div> <div>Creature -- Eldrazi Fungus</div> <div> <p>Devoid (This card has no color.)</p> <p>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)</p> <p>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle.</p> <p>When you cast this spell, if it was kicked, exile target land.</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Sowing Mycospawn</div> <div> <div>3</div> <div>G</div> </div> </div> <div>Creature -- Eldrazi Fungus</div> <div> <p>Devoid (This card has no color.)</p> <p>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)</p> <p>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle.</p> <p>When you cast this spell, if it was kicked, exile target land.</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Sowing Mycospawn</div> <div> <div>3</div> <div>G</div> </div> </div> <div>Creature -- Eldrazi Fungus</div> <div> <p>Devoid (This card has no color.)</p> <p>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)</p> <p>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle.</p> <p>When you cast this spell, if it was kicked, exile target land.</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Sowing Mycospawn</div> <div> <div>3</div> <div>G</div> </div> </div> <div>Creature -- Eldrazi Fungus</div> <div> <p>Devoid (This card has no color.)</p> <p>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)</p> <p>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle.</p> <p>When you cast this spell, if it was kicked, exile target land.</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Talisman of Resilience</div> <div> <div>2</div> </div> </div> <div>Artifact</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {B} or {G}. This artifact deals 1 damage to you.</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Talisman of Resilience</div> <div> <div>2</div> </div> </div> <div>Artifact</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {B} or {G}. This artifact deals 1 damage to you.</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Talisman of Resilience</div> <div> <div>2</div> </div> </div> <div>Artifact</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {B} or {G}. This artifact deals 1 damage to you.</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div> Talisman of Resilience ② </div> <div>Artifact</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {B} or {G}. This artifact deals 1 damage to you.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Thought-Knot Seer ③Ⓢ </div> <div>Creature -- Eldrazi</div> <div> <p>{C} represents colorless mana.)</p> <p>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.</p> <p>When this creature leaves the battlefield, target opponent draws a card.</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Thought-Knot Seer ③Ⓢ </div> <div>Creature -- Eldrazi</div> <div> <p>{C} represents colorless mana.)</p> <p>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.</p> <p>When this creature leaves the battlefield, target opponent draws a card.</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Thought-Knot Seer ③Ⓢ </div> <div>Creature -- Eldrazi</div> <div> <p>{C} represents colorless mana.)</p> <p>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.</p> <p>When this creature leaves the battlefield, target opponent draws a card.</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div> <div>Thought-Knot Seer</div> <div> <div>3</div> <div>C</div> </div> </div> <div> <div>Creature -- Eldrazi</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>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Ugin's Labyrinth</div> </div> <div> <div>Land</div> <div> <div>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.</div> <div>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.</div> <div>{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> <div>Ugin's Labyrinth</div> </div> <div> <div>Land</div> <div> <div>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.</div> <div>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.</div> <div>{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> <div>Ugin's Labyrinth</div> </div> <div> <div>Land</div> <div> <div>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.</div> <div>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.</div> <div>{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> <div>Ugin's Labyrinth</div> </div> <div> <div>Land</div> <div> <div>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.</div> <div>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.</div> <div>{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> <div>Ulamog, the Ceaseless Hunger</div> <div>10</div> </div> <div> <div>Legendary Creature -- Eldrazi</div> <div> <div>When you cast this spell, exile two target permanents.</div> <div>Indestructible</div> <div>Whenever Ulamog attacks, defending player exiles the top twenty cards of their library.</div> </div> <div> <div>10/10</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Urza's Mine</div> </div> <div> <div>Land -- Urza's Mine</div> <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> <div>Urza's Mine</div> </div> <div> <div>Land -- Urza's Mine</div> <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>

Playtest cards - HongZhang - 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 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>	<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>
<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>	<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>	<div><div>Urza's Tower</div><div>Land -- Urza's Tower</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Urza's Tower</div><div>Land -- Urza's Tower</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Urza's Tower</div> <div>Land -- Urza's Tower</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Urza's Tower</div> <div>Land -- Urza's Tower</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>World Breaker</div> <div>Creature -- Eldrazi</div> <div>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.)</div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>World Breaker</div> <div>Creature -- Eldrazi</div> <div>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.)</div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Cursed Totem</div> <div>Artifact</div> <div>Activated abilities of creatures can't be activated.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Dismember</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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Ensnaring Bridge</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 PLAY botbox.dev</div>	<div>Haywire Mite</div> <div>Artifact Creature -- Insect</div> <div>When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div> Haywire Mite ① </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> <div>1/1</div> </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> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Phyrexian Metamorph ③ UP </div> <div> Artifact Creature -- Phyrexian Shapeshifter </div> <div> <p>{U/P} can be paid with either {U} or 2 life.)</p> <p>You may have this creature enter as a copy of any artifact or creature on the battlefield, except it's an artifact in addition to its other types.</p> <p>[sideboard]</p> </div> <div> <div>0/0</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Pithing Needle ① </div> <div> Artifact </div> <div> <p>As this artifact enters, choose a card name.</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> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Skysovereign, Consul Flagship ⑤ </div> <div> Legendary Artifact -- Vehicle </div> <div> <p>Flying</p> <p>Whenever Skysovereign enters or attacks, it deals 3 damage to target creature or planeswalker an opponent controls.</p> <p>Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)</p> <p>[sideboard]</p> </div> <div> <div>6/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Soulless Jailer ② </div> <div> Artifact Creature -- Phyrexian Golem </div> <div> <p>Permanent cards in graveyards can't enter the battlefield.</p> <p>Players can't cast noncreature spells from graveyards or exile.</p> <p>[sideboard]</p> </div> <div> <div>0/4</div> </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> </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> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

Playtest cards - HongZhang - 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>Tormod's Crypt</div> <div>0</div> </div> <div>Artifact</div> <div> {T}, Sacrifice this artifact: Exile target player's graveyard. </div> <div> <div>[sideboard]</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>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>	<div> <div>Walking Ballista</div> <div>X X</div> </div> <div>Artifact Creature -- Construct</div> <div> This creature enters with X +1/+1 counters on it. {4}: Put a +1/+1 counter on this creature. Remove a +1/+1 counter from this creature: It deals 1 damage to any target. </div> <div> <div>[sideboard]</div> </div> <div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	
---	---	--	--