

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	Boseiju, Who Endures Legendary Land {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. 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
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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.

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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.

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Forest

Basic Land -- Forest

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

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<div> <div>Karn Liberated</div> <div>7</div> </div> <div> <div> <div>Legendary Planeswalker -- Karn</div> <div> <div>[+4]: Target player exiles a card from their hand.</div> <div>[-3]: Exile target permanent.</div> <div>[-14]: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn. Then put those cards onto the battlefield under your control.</div> </div> </div> <div> <div>L 6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>Karn, the Great Creator</div> <div>4</div> </div> <div> <div> <div>Legendary Planeswalker -- Karn</div> <div> <div>Activated abilities of artifacts your opponents control can't be activated.</div> <div>[+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.</div> <div>[-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> </div> </div> <div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>Karn, the Great Creator</div> <div>4</div> </div> <div> <div> <div>Legendary Planeswalker -- Karn</div> <div> <div>Activated abilities of artifacts your opponents control can't be activated.</div> <div>[+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.</div> <div>[-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> </div> </div> <div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>Karn, the Great Creator</div> <div>4</div> </div> <div> <div> <div>Legendary Planeswalker -- Karn</div> <div> <div>Activated abilities of artifacts your opponents control can't be activated.</div> <div>[+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.</div> <div>[-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> </div> </div> <div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>
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Playtest cards - sweallar - 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 3/10 - 8 cards - 2.5 x 3.5 in each

<div> Kozilek's Command (X)(C)(C) </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>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div> Sowing Mycospawn (3)(G) </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>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div> Sowing Mycospawn (3)(G) </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>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div> Sowing Mycospawn (3)(G) </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>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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<div> <div>Talisman of Resilience</div> <div>2</div> </div> <div>Artifact</div> <div> <div>{T}: Add {C}.</div> <div>{T}: Add {B} or {G}. This artifact deals 1 damage to you.</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>Legendary Artifact</div> <div> <div>Indestructible</div> <div>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</div> <div>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</div> <div>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</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>Legendary Artifact</div> <div> <div>Indestructible</div> <div>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</div> <div>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</div> <div>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</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>Legendary Artifact</div> <div> <div>Indestructible</div> <div>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</div> <div>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</div> <div>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Thought-Knot Seer</div> <div>3C</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Thought-Knot Seer</div> <div>3C</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Thought-Knot Seer</div> <div>3C</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Thought-Knot Seer</div> <div>3C</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div><div>Ugin's Labyrinth</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ugin's Labyrinth</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ugin's Labyrinth</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ugin's Labyrinth</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Ulamog, the Ceaseless Hunger 10</div><div>Legendary Creature -- Eldrazi</div><div>When you cast this spell, exile two target permanents. Indestructible Whenever Ulamog attacks, defending player exiles the top twenty cards of their library.</div><div>10/10</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 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>

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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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6 G

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.)

5/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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5/7

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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}

[sidebar]

8/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

②

Artifact

Activated abilities of creatures
can't be activated.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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]

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①

Artifact

```
{2}, {T}: You gain 5 life. Shuffle
this artifact and your graveyard
into their owner's library.
```

[sideboard]

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<div> <div> Ensnaring Bridge 3 </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> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Haywire Mite 1 </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> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Liquimetal Coating 2 </div> <div> Artifact </div> <div> {T}: Target permanent becomes an artifact in addition to its other types until end of turn. </div> <div> [sideboard] </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Oblivion Stone 3 </div> <div> Artifact </div> <div> {4}, {T}: Put a fate counter on target permanent. {5}, {T}, Sacrifice this artifact: Destroy each nonland permanent without a fate counter on it, then remove all fate counters from all permanents. </div> <div> [sideboard] </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> <div> Sundering Titan 8 </div> <div> Artifact Creature -- Golem </div> <div> When this creature enters or leaves the battlefield, choose a land of each basic land type, then destroy those lands. </div> <div> [sideboard] </div> <div> <div>7/10</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> The One Ring 4 </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> [sideboard] </div> <div> <div>7/10</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> The Stone Brain 2 </div> <div> Legendary Artifact </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> [sideboard] </div> <div> <div>7/10</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Tormod's Crypt 0 </div> <div> Artifact </div> <div> {T}, Sacrifice this artifact: Exile target player's graveyard. </div> <div> [sideboard] </div> <div> <div>7/10</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

<div> Trinisphere 3 </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Walking Ballista (X)(X) </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> 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Wurmcoil Engine 6 </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> 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	

Playtest cards - sweallar - 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