

<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>Blast Zone</div><div>Land</div><div>This land enters with a charge counter on it. {T}: Add {C}. {X}{X}, {T}: Put X charge counters on this land. {3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Emrakul, the World Anew</div><div>12</div></div><div>Legendary Creature -- Eldrazi</div><div>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 {C}.</div><div>12/12</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Emrakul, the World Anew</div><div>12</div></div><div>Legendary Creature -- Eldrazi</div><div>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 {C}.</div><div>12/12</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Emrakul, the World Anew</div><div>12</div></div><div>Legendary Creature -- Eldrazi</div><div>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 {C}.</div><div>12/12</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Expedition Map</div><div>1</div></div><div>Artifact</div><div>{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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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. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Palantír of Orthanc (3) Legendary Artifact At the beginning of your end step, put an influence counter on Palantír of Orthanc and scry 2. Then target opponent may have you draw a card. If that player doesn't, you mill X cards, where X is the number of influence counters on Palantír of Orthanc, and that player loses life equal to the total mana value of those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pithing Needle (1) Artifact As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Relic of Progenitus (1) Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Relic of Progenitus (1) Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The One Ring (4) Legendary Artifact 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The One Ring (4) Legendary Artifact 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>The Underworld Cookbook ①</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> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Ugin, the Ineffable ⑥</div> <div>Legendary Planeswalker -- Ugin</div> <div> Colorless spells you cast cost { 2 } less to cast. [+1]: Exile the top card of your library face down and look at it. Create a 2 / 2 colorless Spirit creature token. When that token leaves the battlefield, put the exiled card into your hand. [-3]: Destroy target permanent that's one or more colors. </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Ugin, the Spirit Dragon ⑧</div> <div>Legendary Planeswalker -- Ugin</div> <div> [+2]: Ugin deals 3 damage to any target. [-X]: Exile each permanent with mana value X or less that's one or more colors. [-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield. </div> <div> <div>L 7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </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> <div>10/10</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>
<div> <div>Urza's Cave</div> <div>Land -- Urza's Cave</div> <div> { T } : Add { C }. { 3 }, { T }, Sacrifice this land: Search your library for a land card, put it onto the battlefield tapped, then shuffle. </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </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> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </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> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </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> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </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.

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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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 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.
```

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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.

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

{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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Worn Powerstone

③

Artifact

This artifact enters tapped.

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

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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]

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Cityscape Leveler ⑧

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

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Cursed Totem (2)

②

Artifact

Activated abilities of creatures
can't be activated.

[sideboard]

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Disruptor Flute ②

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.

[sideboard]

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③

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

1/1

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①

When this creature dies, you gain 2 life.

{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

1/1

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②

{T}: Target permanent becomes an artifact in addition to its other types until end of turn.

1/1

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③

{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.

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5

Flying
Whenever Skysovereign enters or attacks, it deals 3 damage to target creature or planeswalker an opponent controls.

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.)

6/5

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8

When this creature enters or leaves the battlefield, choose a land of each basic land type, then destroy those lands.

7/10

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④

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.

7/10

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②

{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.

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