

<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 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>Eldrazi Temple</div><div>Land</div><div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</div></div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Eldrazi Temple</div><div>Land</div><div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</div></div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Eldrazi Temple</div><div>Land</div><div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</div></div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Expedition Map1</div><div>Artifact</div><div><div><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></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Karn, the Great Creator ④</div> <div>Legendary Planeswalker -- Karn</div> <div>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.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Karn, the Great Creator ④</div> <div>Legendary Planeswalker -- Karn</div> <div>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.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Karn, the Great Creator ④</div> <div>Legendary Planeswalker -- Karn</div> <div>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.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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<div> <div>The One Ring</div> <div> <div>4</div> </div> </div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>The One Ring</div> <div> <div>4</div> </div> </div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>The One Ring</div> <div> <div>4</div> </div> </div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>The One Ring</div> <div> <div>4</div> </div> </div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Thought-Knot Seer</div> <div> <div>3</div> <div>C</div> </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> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Thought-Knot Seer</div> <div> <div>3</div> <div>C</div> </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> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Thought-Knot Seer</div> <div> <div>3</div> <div>C</div> </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> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Thought-Knot Seer</div> <div> <div>3</div> <div>C</div> </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> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <div>10/10</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Playtest cards - 532at - 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 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>
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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

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

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6 G

Creature -- Eldrazi

Devoid (This card has no color.)
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6 G

Creature -- Eldrazi

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5/7

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②

Artifact

Activated abilities of creatures can't be activated.

[sidebar]

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① BP BP

Instant

{B/P} can be paid with either {B
or 2 life.)
Target creature gets -5/-5 until end
of turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① BP BP

Instant

{B/P} can be paid with either {B} or 2 life.)
Target creature gets -5/-5 until end of turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

Artifact

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

[sideboard]

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Playtest cards - 532at - Modern (Modern League)

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sheet 8/10 - 8 cards - 2.5 x 3.5 in each

<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> Relic of Progenitus ① </div> <div> Artifact </div> <div> <p>{T}: Target player exiles a card from their graveyard.</p> <p>{1}, Exile this artifact: Exile all graveyards. Draw a card.</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> <div>The Stone Brain</div> <div>2</div> </div> <div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Tormod's Crypt</div> <div>0</div> </div> <div> <div> <div>Artifact</div> <div> {T}, Sacrifice this artifact: Exile target player's graveyard. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Walking Ballista</div> <div>X X</div> </div> <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> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	