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| <p><b>All Is Dust</b> ⑦</p> <p>Kindred Sorcery -- Eldrazi</p> <p>Each player sacrifices all permanents they control that are one or more colors.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                | <p><b>All Is Dust</b> ⑦</p> <p>Kindred Sorcery -- Eldrazi</p> <p>Each player sacrifices all permanents they control that are one or more colors.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                          | <p><b>All Is Dust</b> ⑦</p> <p>Kindred Sorcery -- Eldrazi</p> <p>Each player sacrifices all permanents they control that are one or more colors.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                          | <p><b>All Is Dust</b> ⑦</p> <p>Kindred Sorcery -- Eldrazi</p> <p>Each player sacrifices all permanents they control that are one or more colors.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                          |
| <p><b>Breaker of Creation</b> ⑥③③</p> <p>Creature -- Eldrazi</p> <p>When you cast this spell, you gain 1 life for each colorless permanent you control.<br/>Hexproof from each color<br/>Annihilator 2 (Whenever this creature attacks, defending player sacrifices two permanents of their choice.)</p> <p>8/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Devourer of Destiny</b> ⑤③③</p> <p>Creature -- Eldrazi</p> <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.<br/>When you cast this spell, exile target permanent that's one or more colors.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Devourer of Destiny</b> ⑤③③</p> <p>Creature -- Eldrazi</p> <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.<br/>When you cast this spell, exile target permanent that's one or more colors.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Devourer of Destiny</b> ⑤③③</p> <p>Creature -- Eldrazi</p> <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.<br/>When you cast this spell, exile target permanent that's one or more colors.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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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><div>6/6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dismember (1)(BP)(BP)</div><div>Instant</div><div><p>({B/P} can be paid with either {B} or 2 life.)</p><p>Target creature gets -5/-5 until end of turn.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           | <div><div>Dismember (1)(BP)(BP)</div><div>Instant</div><div><p>({B/P} can be paid with either {B} or 2 life.)</p><p>Target creature gets -5/-5 until end of turn.</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>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>Expedition Map (1)</div><div>Artifact</div><div><p>{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        |

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| <div> <div>Expedition Map</div> <div>Artifact</div> <div> {2}, {T}, Sacrifice this artifact:<br/> Search your library for a land card,<br/> reveal it, put it into your hand,<br/> then shuffle. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> </div>                                                                                                                                                                                                                                                                                                                                                              | <div> <div>Expedition Map</div> <div>Artifact</div> <div> {2}, {T}, Sacrifice this artifact:<br/> Search your library for a land card,<br/> reveal it, put it into your hand,<br/> then shuffle. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> </div>                                                                                                                                                                                                                                                                                                                                                              | <div> <div>Forest</div> <div>Basic Land -- Forest</div> <div> ({T}: Add {G}.) </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | <div> <div>Forest</div> <div>Basic Land -- Forest</div> <div> ({T}: Add {G}.) </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <div> <div>Karn, the Great Creator</div> <div> Legendary Planeswalker -- Karn </div> <div> Activated abilities of artifacts<br/> your opponents control can't be<br/> activated.<br/> [+1]: Until your next turn, up to<br/> one target noncreature artifact<br/> becomes an artifact creature with<br/> power and toughness each equal to<br/> its mana value.<br/> [-2]: You may reveal an artifact<br/> card you own from outside the game<br/> or choose a face-up artifact card<br/> you own in exile. Put that card into<br/> your hand. </div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> </div> | <div> <div>Karn, the Great Creator</div> <div> Legendary Planeswalker -- Karn </div> <div> Activated abilities of artifacts<br/> your opponents control can't be<br/> activated.<br/> [+1]: Until your next turn, up to<br/> one target noncreature artifact<br/> becomes an artifact creature with<br/> power and toughness each equal to<br/> its mana value.<br/> [-2]: You may reveal an artifact<br/> card you own from outside the game<br/> or choose a face-up artifact card<br/> you own in exile. Put that card into<br/> your hand. </div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> </div> | <div> <div>Karn, the Great Creator</div> <div> Legendary Planeswalker -- Karn </div> <div> Activated abilities of artifacts<br/> your opponents control can't be<br/> activated.<br/> [+1]: Until your next turn, up to<br/> one target noncreature artifact<br/> becomes an artifact creature with<br/> power and toughness each equal to<br/> its mana value.<br/> [-2]: You may reveal an artifact<br/> card you own from outside the game<br/> or choose a face-up artifact card<br/> you own in exile. Put that card into<br/> your hand. </div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> </div> | <div> <div>Karn, the Great Creator</div> <div> Legendary Planeswalker -- Karn </div> <div> Activated abilities of artifacts<br/> your opponents control can't be<br/> activated.<br/> [+1]: Until your next turn, up to<br/> one target noncreature artifact<br/> becomes an artifact creature with<br/> power and toughness each equal to<br/> its mana value.<br/> [-2]: You may reveal an artifact<br/> card you own from outside the game<br/> or choose a face-up artifact card<br/> you own in exile. Put that card into<br/> your hand. </div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> </div> |

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| <div> <b>Kozilek's Command</b> <span>(X)(C)(C)</span> </div> <div>Kindred Instant -- Eldrazi</div> <div> <p>Choose two --</p> <ul style="list-style-type: none"> <li>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</li> <li>* Target player scries X, then draws a card.</li> <li>* Exile target creature with mana value X or less.</li> <li>* Exile up to X target cards from graveyards.</li> </ul> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Kozilek's Command</b> <span>(X)(C)(C)</span> </div> <div>Kindred Instant -- Eldrazi</div> <div> <p>Choose two --</p> <ul style="list-style-type: none"> <li>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</li> <li>* Target player scries X, then draws a card.</li> <li>* Exile target creature with mana value X or less.</li> <li>* Exile up to X target cards from graveyards.</li> </ul> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Kozilek's Command</b> <span>(X)(C)(C)</span> </div> <div>Kindred Instant -- Eldrazi</div> <div> <p>Choose two --</p> <ul style="list-style-type: none"> <li>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</li> <li>* Target player scries X, then draws a card.</li> <li>* Exile target creature with mana value X or less.</li> <li>* Exile up to X target cards from graveyards.</li> </ul> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Kozilek's Command</b> <span>(X)(C)(C)</span> </div> <div>Kindred Instant -- Eldrazi</div> <div> <p>Choose two --</p> <ul style="list-style-type: none"> <li>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</li> <li>* Target player scries X, then draws a card.</li> <li>* Exile target creature with mana value X or less.</li> <li>* Exile up to X target cards from graveyards.</li> </ul> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Sowing Mycospawn</b> <span>(3)(G)</span> </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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                      | <div> <b>Sowing Mycospawn</b> <span>(3)(G)</span> </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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                      | <div> <b>Sowing Mycospawn</b> <span>(3)(G)</span> </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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                      | <div> <b>Sowing Mycospawn</b> <span>(3)(G)</span> </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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                      |

**Playtest cards - rothzruns - Modern (Modern Challenge 32)**

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 4/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Talisman of Impulse</div><div>②</div></div><div>Artifact</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {G}. This artifact deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>    | <div><div><div>Talisman of Impulse</div><div>②</div></div><div>Artifact</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {G}. This artifact deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>    | <div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                               | <div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                               |
| <div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ugin's Labyrinth</div></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.<br/>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.<br/>{T}: Return the exiled card to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Ugin's Labyrinth</div></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.<br/>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.<br/>{T}: Return the exiled card to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><div><div>Ugin's Labyrinth</div></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.<br/>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.<br/>{T}: Return the exiled card to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><div><div>Ugin's Labyrinth</div></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.<br/>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.<br/>{T}: Return the exiled card to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><div><div>Urza's Mine</div></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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| <div><div><div>Urza's Mine</div><div>Land -- Urza's Mine</div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>        | <div><div><div>Urza's Mine</div><div>Land -- Urza's Mine</div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>        | <div><div><div>Urza's Mine</div><div>Land -- Urza's Mine</div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>        | <div><div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div><div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div><div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div><div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div><div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>    |

## 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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## 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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## World Breaker

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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## Cityscape Leveler

8

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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}
```

[sideboard]

8/8

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## Crucible of Worlds

③

Artifact

You may play lands from your graveyard.

[sideboard]

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## Disruptor Flute

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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## Ensnaring Bridge

3

Artifact

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

[sidebar]

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| <b>Haywire Mite</b> ①<br>Artifact Creature -- Insect<br><hr/> When this creature dies, you gain 2 life.<br>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.<br><br>[sideboard]<br><br><div>1/1</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Liquimetal Coating</b> ②<br>Artifact<br><hr/> {T}: Target permanent becomes an artifact in addition to its other types until end of turn.<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                    | <b>Oblivion Stone</b> ③<br>Artifact<br><hr/> {4}, {T}: Put a fate counter on target permanent.<br>{5}, {T}, Sacrifice this artifact: Destroy each nonland permanent without a fate counter on it, then remove all fate counters from all permanents.<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                      | <b>Orbs of Warding</b> ⑤<br>Artifact<br><hr/> You have hexproof. (You can't be the target of spells or abilities your opponents control.)<br>If a creature would deal damage to you, prevent 1 of that damage.<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                            |
| <b>Sundering Titan</b> ⑧<br>Artifact Creature -- Golem<br><hr/> When this creature enters or leaves the battlefield, choose a land of each basic land type, then destroy those lands.<br><br>[sideboard]<br><br><div>7/10</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                 | <b>The One Ring</b> ④<br>Legendary Artifact<br><hr/> Indestructible<br>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>The Stone Brain</b> ②<br>Legendary Artifact<br><hr/> {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.<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>The Stone Brain</b> ②<br>Legendary Artifact<br><hr/> {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.<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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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>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>[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.</div> <div>{4}: Put a +1/+1 counter on this creature.</div> <div>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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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