

**G**

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① ②

Devoid (this card has no color.)  
 {1}{6}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)  
 Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

**2/2**

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| <b>Blade of the Bloodchief</b> ①<br><hr/> Artifact -- Equipment<br><hr/> Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.<br>Equip {1}                                                                                                                                                                        | <b>Blade of the Bloodchief</b> ①<br><hr/> Artifact -- Equipment<br><hr/> Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.<br>Equip {1} | <b>Blade of the Bloodchief</b> ①<br><hr/> Artifact -- Equipment<br><hr/> Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.<br>Equip {1} | <b>Boseiju, Who Endures</b><br><hr/> Legendary Land<br><hr/> {T}: Add {G}.<br>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. |
| <b>Boseiju, Who Endures</b><br><hr/> Legendary Land<br><hr/> {T}: Add {G}.<br>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. | <b>Delighted Halfling</b> ⑥<br><hr/> Creature -- Halfling Citizen<br><hr/> {T}: Add {C}.<br>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.                     | <b>Delighted Halfling</b> ⑥<br><hr/> Creature -- Halfling Citizen<br><hr/> {T}: Add {C}.<br>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.                     | <b>Delighted Halfling</b> ⑥<br><hr/> Creature -- Halfling Citizen<br><hr/> {T}: Add {C}.<br>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.                                                                                                                                                                                            |
| <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                             | <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> <div>1/2</div>                                                                                                                                                       | <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> <div>1/2</div>                                                                                                                                                       | <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> <div>1/2</div>                                                                                                                                                                                                                                                                                                                              |

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| <div> <div>Delighted Halfling</div> <div> <div> <div>6</div> </div> </div> </div> <div> <div>Creature -- Halfling Citizen</div> <div> <div> <div>{T}: Add {C}.</div> <div>{T}: Add one mana of any color.</div> <div>Spend this mana only to cast a legendary spell, and that spell can't be countered.</div> </div> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Eldrazi Temple</div> <div> <div></div> </div> </div> <div> <div>Land</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 PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Eldrazi Temple</div> <div> <div></div> </div> </div> <div> <div>Land</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 PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Eldrazi Temple</div> <div> <div></div> </div> </div> <div> <div>Land</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 PLAY</div> <div>botbox.dev</div> </div> </div> |
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## Forest

Basic Land -- Forest

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

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## Gemstone Caverns

## Legendary Land

If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.

{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.

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## Glaring Fleshraker

2C

Creature -- Eldrazi Drone

Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."  
Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.

2/2

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② ③

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Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.

**2/2**

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## Haywire Mite

①

Artifact Creature -- Insect

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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## Karn, the Great Creator

④

Legendary Planeswalker -- Karn

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

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| <b>Karn, the Great Creator</b> ④<br>Legendary Planeswalker -- Karn<br>Activated abilities of artifacts your opponents control can't be activated.<br>[+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.<br>[-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.<br><div>L 5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Karn, the Great Creator</b> ④<br>Legendary Planeswalker -- Karn<br>Activated abilities of artifacts your opponents control can't be activated.<br>[+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.<br>[-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.<br><div>L 5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Karn, the Great Creator</b> ④<br>Legendary Planeswalker -- Karn<br>Activated abilities of artifacts your opponents control can't be activated.<br>[+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.<br>[-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.<br><div>L 5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Kozilek's Command</b> (X)(C)(C)<br>Kindred Instant -- Eldrazi<br>Choose two --<br>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br>* Target player scries X, then draws a card.<br>* Exile target creature with mana value X or less.<br>* Exile up to X target cards from graveyards. |
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| <div><div>Prismatic Vista</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                           | <div><div>Prismatic Vista</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                           | <div><div>Soul-Guide Lantern</div><div>①</div></div> <div>Artifact</div> <div>When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                      | <div><div>Springleaf Drum</div><div>①</div></div> <div>Artifact</div> <div>{T}, Tap an untapped creature you control: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                       |

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| <div><div><div>Springleaf Drum</div><div>Artifact</div><div>{T}, Tap an untapped creature you control: Add one mana of any color.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                     | <div><div><div>Springleaf Drum</div><div>Artifact</div><div>{T}, Tap an untapped creature you control: Add one mana of any color.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                     | <div><div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>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.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>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.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div><div><div>Wastes</div><div>Basic Land</div><div>{T}: Add {C}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                 | <div><div><div>Yavimaya Coast</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {U}. This land deals 1 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       | <div><div><div>Yavimaya Coast</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {U}. This land deals 1 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    | <div><div><div>Yavimaya Coast</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {U}. This land deals 1 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            |
| <div><div><div>Blade of the Bloodchief①</div><div>Artifact -- Equipment</div><div>Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.<br/>Equip {1}</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ensnaring Bridge③</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Liquimetal Coating②</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mox Opal⑥</div><div>Legendary Artifact</div><div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Pithing Needle</b> <span>①</span> </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> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                    | <div> <b>Soulless Jailer</b> <span>②</span> </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> </div> <div> <div>[sideboard]</div> </div> <div> <div>0/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                    | <div> <b>Spellskite</b> <span>②</span> </div> <div> Artifact Creature -- Phyrexian Horror </div> <div> <p>{U/P}: Change a target of target spell or ability to this creature. ({U/P} can be paid with either {U} or 2 life.)</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>0/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                       | <div> <b>The Mightstone and Weakstone</b> <span>⑤</span> </div> <div> Legendary Artifact -- Powerstone </div> <div> <p>When The Mightstone and Weakstone enters, choose one --</p> <ul style="list-style-type: none"> <li>* Draw two cards.</li> <li>* Target creature gets -5/-5 until end of turn.</li> </ul> <p>{T}: Add {C}{C}. This mana can't be spent to cast nonartifact spells. (Melds with Urza, Lord Protector.)</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>OTHER FACE</div> </div> <div> <b>Urza, Planeswalker</b> </div> <div> Legendary Planeswalker -- Urza </div> <div> <p>You may activate the loyalty abilities of Urza twice each turn rather than only once.</p> <p>[+2]: Artifact, instant, and sorcery spells you cast this turn cost {2} less to cast. You gain 2 life.</p> <p>[+1]: Draw two cards, then discard a card.</p> <p>[0]: Create two 1/1 colorless Soldier artifact creature tokens.</p> <p>[-3]: Exile target nonland permanent.</p> </div> <div> <div>L 7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>The Stone Brain</b> <span>②</span> </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> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Thief of Existence</b> <span>①</span><span>①</span><span>⑥</span> </div> <div> Creature -- Eldrazi </div> <div> <p>Devoid (This card has no color.)</p> <p>When you cast this spell, exile up to one target noncreature, nonland permanent an opponent controls with mana value 4 or less. If you do, Thief of Existence gains "When this creature leaves the battlefield, target opponent draws a card."</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>3/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Thief of Existence</b> <span>①</span><span>①</span><span>⑥</span> </div> <div> Creature -- Eldrazi </div> <div> <p>Devoid (This card has no color.)</p> <p>When you cast this spell, exile up to one target noncreature, nonland permanent an opponent controls with mana value 4 or less. If you do, Thief of Existence gains "When this creature leaves the battlefield, target opponent draws a card."</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>3/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Tormod's Crypt</b> <span>⑥</span> </div> <div> Artifact </div> <div> <p>{T}, Sacrifice this artifact: Exile target player's graveyard.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |

Playtest cards - termidor - 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 9/10 - 8 cards - 2.5 x 3.5 in each

## Walking Ballista



Artifact Creature -- Construct

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.

[sideboard]

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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## Wastescape Battlemage



Creature -- Eldrazi Wizard

Kicker {G} and/or {1}{U}  
When you cast this spell, if it was kicked with its {G} kicker, exile target artifact or enchantment an opponent controls.  
When you cast this spell, if it was kicked with its {1}{U} kicker, return target creature an opponent controls to its owner's hand.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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## Wastescape Battlemage



Creature -- Eldrazi Wizard

Kicker {G} and/or {1}{U}  
When you cast this spell, if it was kicked with its {G} kicker, exile target artifact or enchantment an opponent controls.  
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[sideboard]

2/2

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