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| <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                              | <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                              | <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                              | <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                              |
| <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Chalice of the Void</div><div><div>X</div><div>X</div></div></div> <div>Artifact</div> <div><p>This artifact enters with X charge counters on it.</p><p>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                         | <div><div>Chalice of the Void</div><div><div>X</div><div>X</div></div></div> <div>Artifact</div> <div><p>This artifact enters with X charge counters on it.</p><p>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                         | <div><div>Chalice of the Void</div><div><div>X</div><div>X</div></div></div> <div>Artifact</div> <div><p>This artifact enters with X charge counters on it.</p><p>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                         | <div><div>Chalice of the Void</div><div><div>X</div><div>X</div></div></div> <div>Artifact</div> <div><p>This artifact enters with X charge counters on it.</p><p>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                  |
| <div><div>Devourer of Destiny</div><div><div>5</div><div>C</div><div>C</div></div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Devourer of Destiny</div><div><div>5</div><div>C</div><div>C</div></div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Devourer of Destiny</div><div><div>5</div><div>C</div><div>C</div></div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Eldrazi Linebreaker</div><div><div>1</div><div>C</div><div>R</div></div></div> <div>Creature -- Eldrazi</div> <div><p>Devoid (This card has no color.)</p><p>Trample</p><p>At the beginning of combat on your turn, target creature you control gains haste and gets +X/+0 until end of turn, where X is the number of Eldrazi you control.</p></div> <div><div>3/3</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div>Eldrazi Linebreaker 1CⓂ</div><div>Creature -- Eldrazi</div><div>Devoid (This card has no color.)<br/>Trample<br/>At the beginning of combat on your turn, target creature you control gains haste and gets +X/+0 until end of turn, where X is the number of Eldrazi you control.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Eldrazi Linebreaker 1CⓂ</div><div>Creature -- Eldrazi</div><div>Devoid (This card has no color.)<br/>Trample<br/>At the beginning of combat on your turn, target creature you control gains haste and gets +X/+0 until end of turn, where X is the number of Eldrazi you control.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Eldrazi Linebreaker 1CⓂ</div><div>Creature -- Eldrazi</div><div>Devoid (This card has no color.)<br/>Trample<br/>At the beginning of combat on your turn, target creature you control gains haste and gets +X/+0 until end of turn, where X is the number of Eldrazi you control.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Eldrazi Temple</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             |
| <div><div>Eldrazi Temple</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                    | <div><div>Eldrazi Temple</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                    | <div><div>Eldrazi Temple</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                    | <div><div>Eye of Ugin</div><div>Legendary Land</div><div>Colorless Eldrazi spells you cast cost {2} less to cast.<br/>{7}, {T}: Search your library for a colorless creature 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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| <b>Eye of Ugin</b><br><hr/> Legendary Land<br><hr/> Colorless Eldrazi spells you cast cost {2} less to cast.<br>{7}, {T}: Search your library for a colorless creature card, reveal it, put it into your hand, then shuffle.                                                                                      | <b>Eye of Ugin</b><br><hr/> Legendary Land<br><hr/> Colorless Eldrazi spells you cast cost {2} less to cast.<br>{7}, {T}: Search your library for a colorless creature card, reveal it, put it into your hand, then shuffle.                                                                                      | <b>Gemstone Caverns</b><br><hr/> Legendary Land<br><hr/> 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.<br>{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color. | <b>Glaring Fleshraker</b> ②③<br><hr/> Creature -- Eldrazi Drone<br><hr/> Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br>Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent. |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                     | <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                 |
| <b>Glaring Fleshraker</b> ②③<br><hr/> Creature -- Eldrazi Drone<br><hr/> Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br>Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent. | <b>Glaring Fleshraker</b> ②③<br><hr/> Creature -- Eldrazi Drone<br><hr/> Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br>Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent. | <b>Glaring Fleshraker</b> ②③<br><hr/> Creature -- Eldrazi Drone<br><hr/> Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br>Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.                                                      | <b>Grim Monolith</b> ②<br><hr/> Artifact<br><hr/> This artifact doesn't untap during your untap step.<br>{T}: Add {C}{C}{C}.<br>{4}: Untap this artifact.                                                                                                                                                         |
| <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                 | <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                 | <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                      | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                |

②

This artifact doesn't untap during your untap step.

{4}: Untap this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Colorless spells you cast with mana value 7 or greater cost {1} less to cast.

Other colorless creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/2

① ②

Colorless spells you cast with mana value 7 or greater cost {1} less to cast.

Other colorless creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/2

① ②

Colorless spells you cast with mana value 7 or greater cost {1} less to cast.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/2

① ②

Colorless spells you cast with mana value 7 or greater cost {1} less to cast.

Other colorless creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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```
Choose two --
* Target player creates X 0/1
colorless Eldrazi Spawn creature
tokens with "Sacrifice this token:
Add {C}."
```

```
* Target player sries 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

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```
Choose two --
* Target player creates X 0/1
colorless Eldrazi Spawn creature
tokens with "Sacrifice this token:
Add {C}."
```

```
* Target player sries 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

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```
Choose two --
* Target player creates X 0/1
colorless Eldrazi Spawn creature
tokens with "Sacrifice this token:
Add {C}."
```

```
* Target player scribes X, then draws
a card.
```

\* Exile target creature with mana value X or less.

\* Exile up to X target cards from graveyards.

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| <div><div><div>Kozilek's Command</div><div><div>X</div><div>C</div><div>C</div></div></div><div>Kindred Instant -- Eldrazi</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lotus Petal</div><div>0</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                       | <div><div><div>Lotus Petal</div><div>0</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                       | <div><div><div>Lotus Petal</div><div>0</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                       |
| <div><div><div>Lotus Petal</div><div>0</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                           | <div><div><div>Nulldrifter</div><div>7</div></div><div>Creature -- Eldrazi Elemental</div><div>When you cast this spell, draw two cards.<br/>Flying<br/>Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.)<br/>Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Nulldrifter</div><div>7</div></div><div>Creature -- Eldrazi Elemental</div><div>When you cast this spell, draw two cards.<br/>Flying<br/>Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.)<br/>Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Nulldrifter</div><div>7</div></div><div>Creature -- Eldrazi Elemental</div><div>When you cast this spell, draw two cards.<br/>Flying<br/>Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.)<br/>Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Secluded Courtyard</div> <div>Land</div> <div> <p>As this land enters, choose a creature type.</p> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color.</p> <p>Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                | <div>Secluded Courtyard</div> <div>Land</div> <div> <p>As this land enters, choose a creature type.</p> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color.</p> <p>Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                | <div>Secluded Courtyard</div> <div>Land</div> <div> <p>As this land enters, choose a creature type.</p> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color.</p> <p>Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            | <div>Secluded Courtyard</div> <div>Land</div> <div> <p>As this land enters, choose a creature type.</p> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color.</p> <p>Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            |
| <div>The One Ring④</div> <div>Legendary Artifact</div> <div> <p>Indestructible</p> <p>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</p> <p>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</p> <p>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>The One Ring④</div> <div>Legendary Artifact</div> <div> <p>Indestructible</p> <p>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</p> <p>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</p> <p>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thought-Knot Seer③④</div> <div>Creature -- Eldrazi</div> <div> <p>{C} represents colorless mana.)</p> <p>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.</p> <p>When this creature leaves the battlefield, target opponent draws a card.</p> </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thought-Knot Seer③④</div> <div>Creature -- Eldrazi</div> <div> <p>{C} represents colorless mana.)</p> <p>When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.</p> <p>When this creature leaves the battlefield, target opponent draws a card.</p> </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Thought-Knot Seer (3)(C)</div> <div>Creature -- Eldrazi</div> <div> <p> ({C} represents colorless mana.)<br/> When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.<br/> When this creature leaves the battlefield, target opponent draws a card. </p> </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Thought-Knot Seer (3)(C)</div> <div>Creature -- Eldrazi</div> <div> <p> ({C} represents colorless mana.)<br/> When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.<br/> When this creature leaves the battlefield, target opponent draws a card. </p> </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Urborg, Tomb of Yawgmoth</div> <div>Legendary Land</div> <div> <p>Each land is a Swamp in addition to its other land types.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                  | <div>Wastes</div> <div>Basic Land</div> <div> <p>{T}: Add {C}.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                   |
| <div>Damping Sphere (2)</div> <div>Artifact</div> <div> <p> If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br/> Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. </p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                             | <div>Damping Sphere (2)</div> <div>Artifact</div> <div> <p> If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br/> Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. </p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                             | <div>Helm of Obedience (4)</div> <div>Artifact</div> <div> <p> {X}, {T}: Target opponent mills a card, then repeats this process until a creature card or X cards have been put into their graveyard this way, whichever comes first. If one or more creature cards were put into that graveyard this way, sacrifice this artifact and put one of them onto the battlefield under your control. X can't be 0. </p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Leyline of the Void (2)(B)(B)</div> <div>Enchantment</div> <div> <p> If this card is in your opening hand, you may begin the game with it on the battlefield.<br/> If a card would be put into an opponent's graveyard from anywhere, exile it instead. </p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div>Leyline of the Void 2BB</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of the Void 2BB</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of the Void 2BB</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                  | <div><div>Null Rod 2</div><div>Artifact</div><div>Activated abilities of artifacts can't be activated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                               |
| <div><div>Null Rod 2</div><div>Artifact</div><div>Activated abilities of artifacts can't be activated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                              | <div><div>Null Rod 2</div><div>Artifact</div><div>Activated abilities of artifacts can't be activated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div> Wastescape Battlemage <div>1</div> <div>C</div> </div> <div> <div>Creature -- Eldrazi Wizard</div> <div> <div> <div>Kicker {G} and/or {1}{U}</div> <div>When you cast this spell, if it was kicked with its {G} kicker, exile target artifact or enchantment an opponent controls.</div> <div>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.</div> </div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> | <div> <div> Wastescape Battlemage <div>1</div> <div>C</div> </div> <div> <div>Creature -- Eldrazi Wizard</div> <div> <div> <div>Kicker {G} and/or {1}{U}</div> <div>When you cast this spell, if it was kicked with its {G} kicker, exile target artifact or enchantment an opponent controls.</div> <div>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.</div> </div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> | <div> <div> Wastescape Battlemage <div>1</div> <div>C</div> </div> <div> <div>Creature -- Eldrazi Wizard</div> <div> <div> <div>Kicker {G} and/or {1}{U}</div> <div>When you cast this spell, if it was kicked with its {G} kicker, exile target artifact or enchantment an opponent controls.</div> <div>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.</div> </div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> |  |
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Playtest cards - chrisvanart - Legacy (Legacy 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