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| <div><div>All Is Dust7</div><div>Kindred Sorcery -- Eldrazi</div><div>Each player sacrifices all permanents they control that are one or more colors.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                          | <div><div>All Is Dust7</div><div>Kindred Sorcery -- Eldrazi</div><div>Each player sacrifices all permanents they control that are one or more colors.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                | <div><div>Blast Zone</div><div>Land</div><div>This land enters with a charge counter on it.<br/>{T}: Add {C}.<br/>{X}{X}, {T}: Put X charge counters on this land.<br/>{3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Blast Zone</div><div>Land</div><div>This land enters with a charge counter on it.<br/>{T}: Add {C}.<br/>{X}{X}, {T}: Put X charge counters on this land.<br/>{3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <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>Chalice of the Void(X)(X)</div><div>Artifact</div><div>This artifact enters with X charge counters on it.<br/>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chalice of the Void(X)(X)</div><div>Artifact</div><div>This artifact enters with X charge counters on it.<br/>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      | <div><div>Chalice of the Void(X)(X)</div><div>Artifact</div><div>This artifact enters with X charge counters on it.<br/>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      |

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| <b>Chalice of the Void</b> (X)(X)<br><hr/> Artifact<br><hr/> <p>This artifact enters with X charge counters on it.<br/>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</p> | <b>Dismember</b> (1)(BP)(BP)<br><hr/> Instant<br><hr/> <p>({B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.</p>                           | <b>Dismember</b> (1)(BP)(BP)<br><hr/> Instant<br><hr/> <p>({B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.</p>                           | <b>Eldrazi Temple</b><br><hr/> Land<br><hr/> <p>{T}: Add {C}.<br/>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</p>                                                                                                          |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                      | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                       | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                       | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                |
| <b>Eldrazi Temple</b><br><hr/> Land<br><hr/> <p>{T}: Add {C}.<br/>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</p>                                                                | <b>Eldrazi Temple</b><br><hr/> Land<br><hr/> <p>{T}: Add {C}.<br/>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</p> | <b>Eldrazi Temple</b><br><hr/> Land<br><hr/> <p>{T}: Add {C}.<br/>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</p> | <b>Endbringer</b> (5)(C)<br><hr/> Creature -- Eldrazi<br><hr/> <p>Untap this creature during each other player's untap step.<br/>{T}: This creature deals 1 damage to any target.<br/>{C}, {T}: Target creature can't attack or block this turn.<br/>{C}{C}, {T}: Draw a card.</p> <div>5/5</div> |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                      | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                       | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                       | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                |

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| <div> <div>Endbringer</div> <div> <div>5</div> <div>C</div> </div> </div> <div> <div>Creature -- Eldrazi</div> <div> Untap this creature during each other player's untap step.<br/> {T}: This creature deals 1 damage to any target.<br/> {C}, {T}: Target creature can't attack or block this turn.<br/> {C}{C}, {T}: Draw a card. </div> <div>5/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Expedition Map</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                         | <div> <div>Expedition Map</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                         | <div> <div>Expedition Map</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                         |
| <div> <div>Expedition Map</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                            | <div> <div>Karn, the Great Creator</div> <div> <div>4</div> </div> </div> <div> <div>Legendary Planeswalker -- Karn</div> <div> 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. </div> <div>L 5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Karn, the Great Creator</div> <div> <div>4</div> </div> </div> <div> <div>Legendary Planeswalker -- Karn</div> <div> 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. </div> <div>L 5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Karn, the Great Creator</div> <div> <div>4</div> </div> </div> <div> <div>Legendary Planeswalker -- Karn</div> <div> 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. </div> <div>L 5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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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>Matter Reshaper</b> ②③<br>Creature -- Eldrazi<br>({C} represents colorless mana.)<br>When this creature dies, reveal the top card of your library. You may put that card onto the battlefield if it's a permanent card with mana value 3 or less. Otherwise, put that card into your hand.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                    | <b>Matter Reshaper</b> ②③<br>Creature -- Eldrazi<br>({C} represents colorless mana.)<br>When this creature dies, reveal the top card of your library. You may put that card onto the battlefield if it's a permanent card with mana value 3 or less. Otherwise, put that card into your hand.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                    | <b>Matter Reshaper</b> ②③<br>Creature -- Eldrazi<br>({C} represents colorless mana.)<br>When this creature dies, reveal the top card of your library. You may put that card onto the battlefield if it's a permanent card with mana value 3 or less. Otherwise, put that card into your hand.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Matter Reshaper</b> ②③<br>Creature -- Eldrazi<br>({C} represents colorless mana.)<br>When this creature dies, reveal the top card of your library. You may put that card onto the battlefield if it's a permanent card with mana value 3 or less. Otherwise, put that card into your hand.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                       | <b>Mazemind Tome</b> ②<br>Artifact -- Book<br>{T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br>{2}, {T}, Put a page counter on this artifact: Draw a card.<br>When there are four or more page counters on this artifact, exile it. If you do, you gain 4 life.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mazemind Tome</b> ②<br>Artifact -- Book<br>{T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br>{2}, {T}, Put a page counter on this artifact: Draw a card.<br>When there are four or more page counters on this artifact, exile it. If you do, you gain 4 life.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Reality Smasher</b> ④③<br>Creature -- Eldrazi<br>({C} represents colorless mana.)<br>Trample, haste<br>Whenever this creature becomes the target of a spell an opponent controls, counter that spell unless its controller discards a card.<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                |

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| <b>Reality Smasher</b> (4)(C)<br>Creature -- Eldrazi<br>({C} represents colorless mana.)<br>Trample, haste<br>Whenever this creature becomes the target of a spell an opponent controls, counter that spell unless its controller discards a card.<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Reality Smasher</b> (4)(C)<br>Creature -- Eldrazi<br>({C} represents colorless mana.)<br>Trample, haste<br>Whenever this creature becomes the target of a spell an opponent controls, counter that spell unless its controller discards a card.<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Reality Smasher</b> (4)(C)<br>Creature -- Eldrazi<br>({C} represents colorless mana.)<br>Trample, haste<br>Whenever this creature becomes the target of a spell an opponent controls, counter that spell unless its controller discards a card.<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                              | <b>Scavenger Grounds</b><br>Land -- Desert<br>{T}: Add {C}.<br>{2}, {T}, Sacrifice a Desert: Exile all graveyards.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                             |
| <b>Sea Gate Wreckage</b><br>Land<br>{T}: Add {C}. ({C} represents colorless mana.)<br>{2}{C}, {T}: Draw a card. Activate only if you have no cards in hand.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                       | <b>Tectonic Edge</b><br>Land<br>{T}: Add {C}.<br>{1}, {T}, Sacrifice this land: Destroy target nonbasic land. Activate only if an opponent controls four or more lands.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                           | <b>Thought-Knot Seer</b> (3)(C)<br>Creature -- Eldrazi<br>({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.<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Thought-Knot Seer</b> (3)(C)<br>Creature -- Eldrazi<br>({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.<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div>Thought-Knot Seer</div> <div>3C</div> <div>Creature -- Eldrazi</div> <div>{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.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thought-Knot Seer</div> <div>3C</div> <div>Creature -- Eldrazi</div> <div>{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.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ugin, the Ineffable</div> <div>6</div> <div>Legendary Planeswalker -- Ugin</div> <div>Colorless spells you cast cost {2} less to cast.<br/>[+1]: Exile the top card of your library face down and look at it.<br/>Create a 2/2 colorless Spirit creature token. When that token leaves the battlefield, put the exiled card into your hand.<br/>[-3]: Destroy target permanent that's one or more colors.</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ugin, the Ineffable</div> <div>6</div> <div>Legendary Planeswalker -- Ugin</div> <div>Colorless spells you cast cost {2} less to cast.<br/>[+1]: Exile the top card of your library face down and look at it.<br/>Create a 2/2 colorless Spirit creature token. When that token leaves the battlefield, put the exiled card into your hand.<br/>[-3]: Destroy target permanent that's one or more colors.</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Urza's Mine</div> <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>Urza's Mine</div> <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>Urza's Mine</div> <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>Urza's Mine</div> <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>                                                                                                                                                                                                                                                            |

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| <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> | <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 Tower</div><div>Land -- Urza's Tower</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div>Urza's Tower</div><div>Land -- Urza's Tower</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div>Urza's Tower</div><div>Land -- Urza's Tower</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div>Urza's Tower</div><div>Land -- Urza's Tower</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    |

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| <b>Walking Ballista</b> (X)(X)<br>Artifact Creature -- Construct<br><br>This creature enters with X +1/+1 counters on it.<br>{4}: Put a +1/+1 counter on this creature.<br>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.<br><br><div>0/0</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                      | <b>Walking Ballista</b> (X)(X)<br>Artifact Creature -- Construct<br><br>This creature enters with X +1/+1 counters on it.<br>{4}: Put a +1/+1 counter on this creature.<br>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.<br><br><div>0/0</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                        | <b>Wastes</b><br>Basic Land<br><br>{T}: Add {C}.<br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                            | <b>Wastes</b><br>Basic Land<br><br>{T}: Add {C}.<br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                     |
| <b>Basilisk Collar</b> (1)<br>Artifact -- Equipment<br><br>Equipped creature has deathtouch and lifelink. (Any amount of damage it deals to a creature is enough to destroy it. Damage dealt by this creature also causes you to gain that much life.)<br>Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Batterskull</b> (5)<br>Artifact -- Equipment<br><br>Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)<br>Equipped creature gets +4/+4 and has vigilance and lifelink.<br>{3}: Return this Equipment to its owner's hand.<br>Equip {5}<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Crucible of Worlds</b> (3)<br>Artifact<br><br>You may play lands from your graveyard.<br><br>[sideboard]<br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Emrakul, the Promised End</b> (13)<br>Legendary Creature -- Eldrazi<br><br>This spell costs {1} less to cast for each card type among cards in your graveyard.<br>When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn.<br>Flying, trample, protection from instants<br><br>[sideboard]<br><br><div>13/13</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

Playtest cards - fuma-mtgcampinas - 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 8/10 - 8 cards - 2.5 x 3.5 in each

③

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

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①

Creature cards in graveyards and libraries can't enter the battlefield.  
Players can't cast spells from graveyards or libraries.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

You may look at the top card of your library any time.  
You may cast artifact spells and colorless spells from the top of your library.  
{T}, Pay 1 life: Exile the top card of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

As this artifact enters, choose a card name.  
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}: Target player exiles a card from their graveyard.  
{1}, Exile this artifact: Exile all graveyards. Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

{U/P}: Change a target of target spell or ability to this creature. ({U/P} can be paid with either {U} or 2 life.)

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 0

{T}, Sacrifice this artifact: Exile target player's graveyard.

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| <div> <div>Torpor Orb</div> <div>2</div> </div> <div> <div>Artifact</div> <div> <p>Creatures entering don't cause abilities to trigger.</p> <p>[sideboard]</p> </div> </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> <div>Artifact Creature -- Construct</div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>{4}: Put a +1/+1 counter on this creature.</p> <p>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</p> <p>[sideboard]</p> </div> </div> <div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Witchbane Orb</div> <div>4</div> </div> <div> <div>Artifact</div> <div> <p>When this artifact enters, destroy all Curses attached to you.</p> <p>You have hexproof. (You can't be the target of spells or abilities your opponents control, including Aura spells.)</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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