All Is Dust {7}

Kindred Sorcery -- Eldrazi

Each player sacrifices all permanents they control that are one or more colors.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Battlefield Forge

Land

{T}: Add {C}.
{T}: Add {R} or {W}. This land deals 1 damage to you.

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Battlefield Forge

Land

{T}: Add {C}.
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Caves of Koilos

Land

{T}: Add {C}.
{T}: Add {W} or {B}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Caves of Koilos

Land

{T}: Add {C}.
{T}: Add {W} or {B}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Detention Chariot {4}{W}{W}

Artifact -- Vehicle

When this Vehicle enters, exile target artifact or creature an opponent controls until this Vehicle leaves the battlefield.
Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)
Cycling {W} ({W}, Discard this card: Draw a card.)

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Detention Chariot {4}{W}{W}

Artifact -- Vehicle

When this Vehicle enters, exile target artifact or creature an opponent controls until this Vehicle leaves the battlefield.
Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)
Cycling {W} ({W}, Discard this card: Draw a card.)

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Devourer of Destiny {5}{C}{C}

Creature -- Eldrazi

You may reveal this card from your opening hand. If you do, at the beginning of your first upkeep, look at the top four cards of your library. You may put one of those cards back on top of your library. Exile the rest.
When you cast this spell, exile target permanent that's one or more colors.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ShzockChan - Modern v3 Group 1E09AD (Portent of Calamity, Emrakul, the Ae sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Eldrazi Temple

Land

{T}: Add {C}.
{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.

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Eldrazi Temple

Land

{T}: Add {C}.
{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emeria's Call {4}{W}{W}{W}

Sorcery

Create two 4/4 white Angel Warrior creature tokens with flying. Non-Angel creatures you control gain indestructible until your next turn.

- - - BACK FACE - - -

Emeria, Shattered Skyclave

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emeria's Call {4}{W}{W}{W}

Sorcery

Create two 4/4 white Angel Warrior creature tokens with flying. Non-Angel creatures you control gain indestructible until your next turn.

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Emeria, Shattered Skyclave

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As this land enters, you may pay 3 life. If you don't, it enters tapped.
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Emeria, Shattered Skyclave

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As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emrakul, the Promised End {13}

Legendary Creature -- Eldrazi

This spell costs {1} less to cast for each card type among cards in your graveyard.
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.
Flying, trample, protection from instants

13/13

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying, trample, protection from instants

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Geier Reach Sanitarium

Legendary Land

{T}: Add {C}.
{2}, {T}: Each player draws a card, then discards a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kaldra Compleat (7)

Legendary Artifact -- Equipment

Living weapon
Indestructible
Equipped creature gets +5/+5 and has first strike, trample, indestructible, haste, and "Whenever this creature deals combat damage to a creature, exile that creature."
Equip {7}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kozilek's Command (X)(C)(C)

Kindred Instant -- Eldrazi

Choose two --
* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."
* Target player scries 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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Meteor Sword 7

Artifact -- Equipment

When this Equipment enters, destroy target permanent.
Equipped creature gets +3/+3.
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

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When this Equipment enters, destroy target permanent.
Equipped creature gets +3/+3.
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Palantír of Orthanc 3

Legendary Artifact

At the beginning of your end step, put an influence counter on Palantír of Orthanc and scry 2. Then target opponent may have you draw a card. If that player doesn't, you mill X cards, where X is the number of influence counters on Palantír of Orthanc, and that player loses life equal to the total mana value of those cards.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prismatic Ending {X}{W}

Sorcery

Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prismatic Ending {X}{W}

Sorcery

Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shattered Landscape

Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Mountain, Plains, or Swamp card, put it onto the battlefield tapped, then shuffle.
Cycling {R}{W}{B} ({R}{W}{B}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shattered Landscape

Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Mountain, Plains, or Swamp card, put it onto the battlefield tapped, then shuffle.
Cycling {R}{W}{B} ({R}{W}{B}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solitude {3}{W}{W}

Creature -- Elemental Incarnation

Flash
Lifelink
When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.
Evoke--Exile a white card from your hand.

3/2

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Evoke--Exile a white card from your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spirit of the Labyrinth {1}{W}

Enchantment Creature -- Spirit

Each player can't draw more than one card each turn.

3/1

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3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stoneforge Mystic {1}{W}

Creature -- Kor Artificer

When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.
{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Thought-Knot Seer 3C

Creature -- Eldrazi

({C} represents colorless mana.)
When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.
When this creature leaves the battlefield, target opponent draws a card.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature leaves the battlefield, target opponent draws a card.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Touch the Spirit Realm 2W

Enchantment

When this enchantment enters, exile up to one target artifact or creature until this enchantment leaves the battlefield.
Channel -- {1}{W}, Discard this card: Exile target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this enchantment enters, exile up to one target artifact or creature until this enchantment leaves the battlefield.
Channel -- {1}{W}, Discard this card: Exile target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ugin's Labyrinth

Land

Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.
{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.
{T}: Return the exiled card to its owner's hand.

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Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.
{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.
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{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.
{T}: Return the exiled card to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Witch Enchanter {3}{W}

Creature -- Human Warlock

When this creature enters, destroy target artifact or enchantment an opponent controls.

2/2

- - - BACK FACE - - -

Witch-Blessed Meadow

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

- - - BACK FACE - - -

Witch-Blessed Meadow

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aven Mindcensor {2}{W}

Creature -- Bird Wizard

Flash
Flying
If an opponent would search a library, that player searches the top four cards of that library instead.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Celestial Purge {1}{W}

Instant

Exile target black or red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drannith Magistrate {1}{W}

Creature -- Human Wizard

Your opponents can't cast spells from anywhere other than their hands.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emrakul, the Promised End {13}

Legendary Creature -- Eldrazi

This spell costs {1} less to cast for each card type among cards in your graveyard.
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.
Flying, trample, protection from instants

[sideboard]

13/13

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High Noon {1}{W}

Enchantment

Each player can't cast more than one spell each turn.
{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

March of Otherworldly Light {X}{W}

Instant

As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way.
Exile target artifact, creature, or enchantment with mana value X or less.

[sideboard]

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Exile target artifact, creature, or enchantment with mana value X or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Guide Lantern {1}

Artifact

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spirit of the Labyrinth {1}{W}

Enchantment Creature -- Spirit

Each player can't draw more than one card each turn.

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vexing Bauble {1}

Artifact

Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

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[sideboard]

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Wrath of God {2}{W}{W}

Sorcery

Destroy all creatures. They can't be regenerated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrath of the Skies {X}{W}{W}

Sorcery

You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

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[sideboard]

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