

<div><div><div>Bonders' Enclave</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{3}, {T}: Draw a card. Activate only if you control a creature with power 4 or greater.</p></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Boseiju, Who Endures</div><div>Legendary Land</div><div><p>{T}: Add {G}.</p><p>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.</p></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Cavern of Souls</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, and that spell can't be countered.</p></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Chalice of the Void (X)(X)</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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fanatic of Rhonas

Token Creature -- Zombie Snake Druid

{T}: Add {G}.
Ferocious -- {T}: Add {G}{G}{G}{G}.
 Activate only if you control a creature with power 4 or greater.

4/4

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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

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Forest

Basic Land -- Forest

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Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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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Kozilek's Command

Kindred Instant -- Eldrazi

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

Kozilek's Command

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* 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

Prismatic Vista

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.

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Prismatic Vista

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{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Sowing Mycospawn<div>36</div></div><div>Creature -- Eldrazi Fungus</div><div>Devoid (This card has no color.) Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.) When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle. When you cast this spell, if it was kicked, exile target land.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sowing Mycospawn<div>36</div></div><div>Creature -- Eldrazi Fungus</div><div>Devoid (This card has no color.) Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.) When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle. When you cast this spell, if it was kicked, exile target land.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sowing Mycospawn<div>36</div></div><div>Creature -- Eldrazi Fungus</div><div>Devoid (This card has no color.) Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.) When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle. When you cast this spell, if it was kicked, exile target land.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Thought-Knot Seer<div>3C</div></div><div>Creature -- Eldrazi</div><div>{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.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Thought-Knot Seer<div>3C</div></div><div>Creature -- Eldrazi</div><div>{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.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Thought-Knot Seer<div>3C</div></div><div>Creature -- Eldrazi</div><div>{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.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Thought-Knot Seer<div>3C</div></div><div>Creature -- Eldrazi</div><div>{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.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ugin's Labyrinth</div><div>Land</div><div>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand. {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.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Ugin's Labyrinth</div><div>Land</div><div>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand. {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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ugin's Labyrinth</div><div>Land</div><div>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand. {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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ugin's Labyrinth</div><div>Land</div><div>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand. {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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wastes</div><div>Basic Land</div><div>{T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>World Breaker</div><div>66</div><div>Creature -- Eldrazi</div><div>Devoid (This card has no color.) When you cast this spell, exile target artifact, enchantment, or land. Reach {2}{C}, Sacrifice a land: Return this card from your graveyard to your hand. ({C} represents colorless mana.)</div><div>5/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>World Breaker</div><div>66</div><div>Creature -- Eldrazi</div><div>Devoid (This card has no color.) When you cast this spell, exile target artifact, enchantment, or land. Reach {2}{C}, Sacrifice a land: Return this card from your graveyard to your hand. ({C} represents colorless mana.)</div><div>5/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>World Breaker</div><div>66</div><div>Creature -- Eldrazi</div><div>Devoid (This card has no color.) When you cast this spell, exile target artifact, enchantment, or land. Reach {2}{C}, Sacrifice a land: Return this card from your graveyard to your hand. ({C} represents colorless mana.)</div><div>5/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>World Breaker</div><div>66</div><div>Creature -- Eldrazi</div><div>Devoid (This card has no color.) When you cast this spell, exile target artifact, enchantment, or land. Reach {2}{C}, Sacrifice a land: Return this card from your graveyard to your hand. ({C} represents colorless mana.)</div><div>5/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Wumpus Aberration ③⑥ Creature -- Eldrazi Beast Devoid (This card has no color.) When you cast this spell, if {C} wasn't spent to cast it, target opponent may put a creature card from their hand onto the battlefield. Trample <div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wumpus Aberration ③⑥ Creature -- Eldrazi Beast Devoid (This card has no color.) When you cast this spell, if {C} wasn't spent to cast it, target opponent may put a creature card from their hand onto the battlefield. Trample <div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wumpus Aberration ③⑥ Creature -- Eldrazi Beast Devoid (This card has no color.) When you cast this spell, if {C} wasn't spent to cast it, target opponent may put a creature card from their hand onto the battlefield. Trample <div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wumpus Aberration ③⑥ Creature -- Eldrazi Beast Devoid (This card has no color.) When you cast this spell, if {C} wasn't spent to cast it, target opponent may put a creature card from their hand onto the battlefield. Trample <div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Damping Matrix ③ Artifact Activated abilities of artifacts and creatures can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Damping Matrix ③ Artifact Activated abilities of artifacts and creatures can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Damping Matrix ③ Artifact Activated abilities of artifacts and creatures can't be activated unless they're mana abilities. [sideboard] 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] <div>13/13</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div>Emrakul, the Promised End 13</div> <div>Legendary Creature -- Eldrazi</div> <div> <p>This spell costs {1} less to cast for each card type among cards in your graveyard.</p> <p>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.</p> <p>Flying, trample, protection from instants</p> <p>[sideboard]</p> </div> <div>13/13</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Gemstone Caverns</div> <div>Legendary Land</div> <div> <p>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.</p> <p>{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Null Elemental Blast C</div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * Counter target multicolored spell. * Destroy target multicolored permanent. <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Null Elemental Blast C</div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * Counter target multicolored spell. * Destroy target multicolored permanent. <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Trinisphere 3</div> <div>Artifact</div> <div> <p>As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.)</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Trinisphere 3</div> <div>Artifact</div> <div> <p>As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.)</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Trinisphere 3</div> <div>Artifact</div> <div> <p>As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.)</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Trinisphere 3</div> <div>Artifact</div> <div> <p>As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.)</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Void Mirror

②

Artifact

Whenever a player casts a spell, if no colored mana was spent to cast it, counter that spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Void Mirror

②

Artifact

Whenever a player casts a spell, if no colored mana was spent to cast it, counter that spell.

[sideboard]

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Void Mirror

②

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Whenever a player casts a spell, if no colored mana was spent to cast it, counter that spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - LordSirWilliam - Modern (Modern League)

sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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.