

7

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

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**G**

Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.

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Ⓒ

Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.

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Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.

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This land enters tapped.  
When this land enters, exile target  
player's graveyard.  
{T}: Add {B}.

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## 6 C C

When you cast this spell, you gain 1 life for each colorless permanent you control.

Hexproof from each color

Annihilator 2 (Whenever this creature attacks, defending player sacrifices two permanents of their choice.)

8/4

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( $\{T\}$ : Add  $\{G\}$  or  $\{U\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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As this land enters, choose a creature type.  
 {T}: Add {C}.  
 {T}: Add one mana of any color.  
 Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

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| <div>Commercial District</div> <div>Land -- Mountain Forest</div> <div> <p>{T}: Add {R} or {G}.)<br/> This land enters tapped.<br/> When this land enters, surveil 1.<br/> (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Devourer of Destiny 5C3</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.<br/> When you cast this spell, exile target permanent that's one or more colors.</p> </div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Devourer of Destiny 5C3</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.<br/> When you cast this spell, exile target permanent that's one or more colors.</p> </div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Devourer of Destiny 5C3</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.<br/> When you cast this spell, exile target permanent that's one or more colors.</p> </div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Eldrazi Temple</div> <div>Land</div> <div> <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> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                              | <div>Eldrazi Temple</div> <div>Land</div> <div> <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> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                              | <div>Eldrazi Temple</div> <div>Land</div> <div> <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> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                              | <div>Eldrazi Temple</div> <div>Land</div> <div> <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> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                              |

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| <b>Emrakul, the Promised End</b> <sup>(13)</sup><br>Legendary Creature -- Eldrazi<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><div>13/13</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Emrakul, the Promised End</b> <sup>(13)</sup><br>Legendary Creature -- Eldrazi<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><div>13/13</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Emrakul, the Promised End</b> <sup>(13)</sup><br>Legendary Creature -- Eldrazi<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><div>13/13</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                           |
| <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                  | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                  | <b>Kozilek's Command</b> <sup>(X)(C)(C)</sup><br>Kindred Instant -- Eldrazi<br>Choose two --<br>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br>* Target player scries X, then draws a card.<br>* Exile target creature with mana value X or less.<br>* Exile up to X target cards from graveyards.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                        | <b>Kozilek's Command</b> <sup>(X)(C)(C)</sup><br>Kindred Instant -- Eldrazi<br>Choose two --<br>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br>* Target player scries X, then draws a card.<br>* Exile target creature with mana value X or less.<br>* Exile up to X target cards from graveyards.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |



## Misty Rainforest

Land

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sanctum of Uqin

Land

{T}: Add {C}.  
Whenever you cast a colorless spell with mana value 7 or greater, you may sacrifice this land. If you do, search your library for a colorless creature card, reveal it, put it into your hand, then shuffle.

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## Shifting Woodland

Land

This land enters tapped unless you control a Forest.

{T}: Add {G}.

Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.

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## Sowing Mycospawn

3 G

Creature -- Eldrazi Fungus

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.

**3/3**

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## Sowing Mycospawn

3 G

Creature -- Eldrazi Fungus

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.

**3/3**

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Playtest cards - Reignart - Modern (Modern Challenge 32)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Sowing Mycospawn</div> <div> <div>3</div> <div>6</div> </div> </div> <div> <div>Creature -- Eldrazi Fungus</div> <div> <div>Devoid (This card has no color.)</div> <div>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)</div> <div>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> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Sowing Mycospawn</div> <div> <div>3</div> <div>6</div> </div> </div> <div> <div>Creature -- Eldrazi Fungus</div> <div> <div>Devoid (This card has no color.)</div> <div>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)</div> <div>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> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Stomping Ground</div> </div> <div> <div>Land -- Mountain Forest</div> <div> <div>{T}: Add {R} or {G}.</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Talisman of Curiosity</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> <div>{T}: Add {C}.</div> <div>{T}: Add {G} or {U}. This artifact deals 1 damage to you.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                                                                       |
| <div> <div>Talisman of Curiosity</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> <div>{T}: Add {C}.</div> <div>{T}: Add {G} or {U}. This artifact deals 1 damage to you.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                | <div> <div>Talisman of Impulse</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> <div>{T}: Add {C}.</div> <div>{T}: Add {R} or {G}. This artifact deals 1 damage to you.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                  | <div> <div>Talisman of Impulse</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> <div>{T}: Add {C}.</div> <div>{T}: Add {R} or {G}. This artifact deals 1 damage to you.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>        | <div> <div>The One Ring</div> <div> <div>4</div> </div> </div> <div> <div>Legendary Artifact</div> <div> <div>Indestructible</div> <div>When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</div> <div>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |

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| <div> <div>Ugin's Labyrinth</div> <div></div> </div> <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.<br/> {T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.<br/> {T}: Return the exiled card to its owner's hand. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                              | <div> <div>Ugin's Labyrinth</div> <div></div> </div> <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.<br/> {T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.<br/> {T}: Return the exiled card to its owner's hand. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                              | <div> <div>Ugin's Labyrinth</div> <div></div> </div> <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.<br/> {T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.<br/> {T}: Return the exiled card to its owner's hand. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                              | <div> <div>Utopia Sprawl</div> <div>6</div> </div> <div> <div>Enchantment -- Aura</div> <div> Enchant Forest<br/> As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                            |

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| <b>Utopia Sprawl</b> <span>Ⓞ</span><br><hr/> Enchantment -- Aura<br><hr/> Enchant Forest<br>As this Aura enters, choose a color.<br>Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.                                        | <b>Utopia Sprawl</b> <span>Ⓞ</span><br><hr/> Enchantment -- Aura<br><hr/> Enchant Forest<br>As this Aura enters, choose a color.<br>Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.                                        | <b>World Breaker</b> <span>Ⓞ</span> <span>Ⓞ</span><br><hr/> Creature -- Eldrazi<br><hr/> Devoid (This card has no color.)<br>When you cast this spell, exile target artifact, enchantment, or land.<br>Reach<br>{2}{C}, Sacrifice a land: Return this card from your graveyard to your hand. ({C} represents colorless mana.) <div>5/7</div> | <b>World Breaker</b> <span>Ⓞ</span> <span>Ⓞ</span><br><hr/> Creature -- Eldrazi<br><hr/> Devoid (This card has no color.)<br>When you cast this spell, exile target artifact, enchantment, or land.<br>Reach<br>{2}{C}, Sacrifice a land: Return this card from your graveyard to your hand. ({C} represents colorless mana.) <div>5/7</div> |
| <b>Consign to Memory</b> <span>Ⓢ</span><br><hr/> Instant<br><hr/> Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)<br>Counter target triggered ability or colorless spell. <div>[sideboard]</div> | <b>Consign to Memory</b> <span>Ⓢ</span><br><hr/> Instant<br><hr/> Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)<br>Counter target triggered ability or colorless spell. <div>[sideboard]</div> | <b>Consign to Memory</b> <span>Ⓢ</span><br><hr/> Instant<br><hr/> Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)<br>Counter target triggered ability or colorless spell. <div>[sideboard]</div>                                                     | <b>Disruptor Flute</b> <span>②</span><br><hr/> Artifact<br><hr/> Flash<br>As this artifact enters, choose a card name.<br>Spells with the chosen name cost {3} more to cast.<br>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. <div>[sideboard]</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>Disruptor Flute</div> <div>2</div> </div> <div>Artifact</div> <div>Flash<br/>As this artifact enters, choose a card name.<br/>Spells with the chosen name cost {3} more to cast.<br/>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Kozilek's Return</div> <div>2R</div> </div> <div>Instant</div> <div>Devoid (This card has no color.)<br/>Kozilek's Return deals 2 damage to each creature.<br/>Whenever you cast an Eldrazi creature spell with mana value 7 or greater, you may exile this card from your graveyard. If you do, this card deals 5 damage to each creature.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Kozilek's Return</div> <div>2R</div> </div> <div>Instant</div> <div>Devoid (This card has no color.)<br/>Kozilek's Return deals 2 damage to each creature.<br/>Whenever you cast an Eldrazi creature spell with mana value 7 or greater, you may exile this card from your graveyard. If you do, this card deals 5 damage to each creature.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                  | <div> <div>Magebane Lizard</div> <div>1R</div> </div> <div>Creature -- Lizard</div> <div>Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.</div> <div>[sideboard]</div> <div> <div>1/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                           |
| <div> <div>Soulless Jailer</div> <div>2</div> </div> <div>Artifact Creature -- Phyrexian Golem</div> <div>Permanent cards in graveyards can't enter the battlefield.<br/>Players can't cast noncreature spells from graveyards or exile.</div> <div>[sideboard]</div> <div> <div>0/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                  | <div> <div>Soulless Jailer</div> <div>2</div> </div> <div>Artifact Creature -- Phyrexian Golem</div> <div>Permanent cards in graveyards can't enter the battlefield.<br/>Players can't cast noncreature spells from graveyards or exile.</div> <div>[sideboard]</div> <div> <div>0/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                   | <div> <div>Trinisphere</div> <div>3</div> </div> <div>Artifact</div> <div>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.)</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Trinisphere</div> <div>3</div> </div> <div>Artifact</div> <div>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.)</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

Playtest cards - Reignart - Modern (Modern Challenge 32)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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