

## Ancient Stirrings

**G**

## Sorcery

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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## Ancient Stirrings

Ⓒ

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Sorcery

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## Bojuka Bog

## Land

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

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## Boseiju, Who Endures

## Legendary Land

{T}: Add {G}.  
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.

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## Commercial District

## Land -- Mountain Forest

(**{T}**: Add **{R}** or **{G}**.)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

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## 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

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Playtest cards - CrisMTG77 - Eldrazi Ramp (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 1/10 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                                                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
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| <div>Devourer of Destiny (5)(C)(C)</div> <div>Creature -- Eldrazi</div> <div>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.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Dismember (1)(BP)(BP)</div> <div>Instant</div> <div>([B/P] can be paid with either [B] or 2 life.) Target creature gets -5/-5 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                           | <div>Dismember (1)(BP)(BP)</div> <div>Instant</div> <div>([B/P] can be paid with either [B] or 2 life.) Target creature gets -5/-5 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                           | <div>Eldrazi Temple</div> <div>Land</div> <div>{T}: Add {C}. {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 PLAY botbox.dev</div>                                                                                                                                                                                                        |
| <div>Eldrazi Temple</div> <div>Land</div> <div>{T}: Add {C}. {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 PLAY botbox.dev</div>                                                                                                                                                                                                                    | <div>Eldrazi Temple</div> <div>Land</div> <div>{T}: Add {C}. {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 PLAY botbox.dev</div> | <div>Eldrazi Temple</div> <div>Land</div> <div>{T}: Add {C}. {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 PLAY botbox.dev</div> | <div>Emrakul, the Promised End (13)</div> <div>Legendary Creature -- Eldrazi</div> <div>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</div> <div>13/13</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>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>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                | <b>Ghost Quarter</b><br>Land<br>{T}: Add {C}.<br>{T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Icetill Explorer</b> <sup>2</sup> <sup>6</sup> <sup>6</sup><br>Creature -- Insect Scout<br>You may play an additional land on each of your turns.<br>You may play lands from your graveyard.<br>Landfall -- Whenever a land you control enters, mill a card.<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |



① ②

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

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① ⑥

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## 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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## 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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⑦

Reach, first strike  
Vigilance, menace  
Trample, lifelink  
Ward--Pay 7 life.

7/7

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3 G

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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③ ⑥

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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3 G

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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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| <div> <b>Sowing Mycospawn</b> <div> <div>3</div> <div>6</div> </div> </div> <div>           Creature -- Eldrazi Fungus         </div> <div> <p>Devoid (This card has no color.)</p> <p>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)</p> <p>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle.</p> <p>When you cast this spell, if it was kicked, exile target land.</p> </div> <div> <div>3/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Stomping Ground</b> </div> <div>           Land -- Mountain Forest         </div> <div> <p>{T}: Add {R} or {G}.</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                               | <div> <b>Talisman of Impulse</b> <div>2</div> </div> <div>           Artifact         </div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {R} or {G}. This artifact deals 1 damage to you.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                                   | <div> <b>Talisman of Impulse</b> <div>2</div> </div> <div>           Artifact         </div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {R} or {G}. This artifact deals 1 damage to you.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                 |
| <div> <b>Talisman of Impulse</b> <div>2</div> </div> <div>           Artifact         </div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {R} or {G}. This artifact deals 1 damage to you.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                               | <div> <b>Ugin, Eye of the Storms</b> <div>7</div> </div> <div>           Legendary Planeswalker -- Ugin         </div> <div> <p>When you cast this spell, exile up to one target permanent that's one or more colors.</p> <p>Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors.</p> <p>[+2]: You gain 3 life and draw a card.</p> <p>[0]: Add {C}{C}{C}.</p> <p>[-11]: Search your library for any number of colorless nonland cards, exile them, then shuffle. Until end of turn, you may cast those cards without paying their mana costs.</p> </div> <div> <div>L 7</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Ugin, Eye of the Storms</b> <div>7</div> </div> <div>           Legendary Planeswalker -- Ugin         </div> <div> <p>When you cast this spell, exile up to one target permanent that's one or more colors.</p> <p>Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors.</p> <p>[+2]: You gain 3 life and draw a card.</p> <p>[0]: Add {C}{C}{C}.</p> <p>[-11]: Search your library for any number of colorless nonland cards, exile them, then shuffle. Until end of turn, you may cast those cards without paying their mana costs.</p> </div> <div> <div>L 7</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Ugin's Labyrinth</b> </div> <div>           Land         </div> <div> <p>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.</p> <p>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.</p> <p>{T}: Return the exiled card to its owner's hand.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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| <div><div>Utopia Sprawl</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            | <div><div>Utopia Sprawl</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            | <div><div>Utopia Sprawl</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            | <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 |

## Windswept Heath

Land

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

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## Wooded Foothills

Land

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

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6 G

Creature -- Eldrazi

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.)

5/7

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6 G

Creature -- Eldrazi

Devoid (This card has no color.)  
When you cast this spell, exile  
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land.  
Reach  
{2}{C}, Sacrifice a land: Return  
this card from your graveyard to  
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mana.)

5/7

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②

Artifact

Flash  
As this artifact enters, choose a card name.  
Spells with the chosen name cost {3} more to cast.  
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

[sidebar]

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②

Artifact

Flash  
As this artifact enters, choose a card name.  
Spells with the chosen name cost {3} more to cast.  
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

[sideboard]

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②

Artifact

Flash  
As this artifact enters, choose a card name.  
Spells with the chosen name cost {3} more to cast.  
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

[sideboard]

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2GG

Sorcery

Each player who controls an artifact or enchantment creates a 2/2 green Bear creature token. Then destroy all artifacts and enchantments.

[sidebar]

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| <div><div><div>Fade from History</div><div>②⑥⑥</div></div><div>Sorcery</div><div>Each player who controls an artifact or enchantment creates a 2/2 green Bear creature token. Then destroy all artifacts and enchantments.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fade from History</div><div>②⑥⑥</div></div><div>Sorcery</div><div>Each player who controls an artifact or enchantment creates a 2/2 green Bear creature token. Then destroy all artifacts and enchantments.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Grafdigger's Cage</div><div>①</div></div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Grafdigger's Cage</div><div>①</div></div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                         |
| <div><div><div>Grafdigger's Cage</div><div>①</div></div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div><div>Lightning Bolt</div><div>Ⓡ</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                   | <div><div><div>Lightning Bolt</div><div>Ⓡ</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Trinisphere</div> <div>3</div> </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> <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> <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> <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> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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