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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancient Stirrings {G}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brood Monitor {4}{G}{G}

Creature -- Eldrazi Drone

Devoid (This card has no color.)
When this creature enters, create three 1/1 colorless Eldrazi Scion creature tokens. They have "Sacrifice this token: Add {C}."

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Catacomb Sifter {1}{B}{G}

Creature -- Eldrazi Drone

Devoid (This card has no color.)
When this creature enters, create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}."
Whenever another creature you control dies, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Eldrazi Drone

Devoid (This card has no color.)
When this creature enters, create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}."
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When this creature enters, create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}."
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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ReanimatorFiend - Modern (Modern League) sheet 1/10 - 8 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.

Catacomb Sifter {1}{B}{G}

Creature -- Eldrazi Drone

Devoid (This card has no color.)
When this creature enters, create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}."
Whenever another creature you control dies, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cavern of Souls

Land

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cavern of Souls

Land

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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{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Collected Company {3}{G}

Instant

Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Collected Company {3}{G}

Instant

Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

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Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ReanimatorFiend - Modern (Modern League) sheet 2/10 - 8 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.

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Instant

Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eldrazi Displacer {2}{W}

Creature -- Eldrazi

Devoid (This card has no color.)
{2}{C}: Exile another target creature, then return it to the battlefield tapped under its owner's control. ({C} represents colorless mana.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eldrazi Linebreaker {1}{C}{R}

Creature -- Eldrazi

Devoid (This card has no color.)
Trample
At the beginning of combat on your turn, target creature you control gains haste and gets +X/+0 until end of turn, where X is the number of Eldrazi you control.

3/3

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Trample
At the beginning of combat on your turn, target creature you control gains haste and gets +X/+0 until end of turn, where X is the number of Eldrazi you control.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: 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

Glaring Fleshraker (2)(C)

Creature -- Eldrazi Drone

Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."
Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ReanimatorFiend - Modern (Modern League) sheet 4/10 - 8 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.

It That Heralds the End {1}{C}

Creature -- Eldrazi Drone

Colorless spells you cast with mana value 7 or greater cost {1} less to cast.
Other colorless creatures you control get +1/+1.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

It That Heralds the End {1}{C}

Creature -- Eldrazi Drone

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Other colorless creatures you control get +1/+1.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karplusan Forest

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karplusan Forest

Land

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

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{T}: Add {C}.
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Playtest cards - ReanimatorFiend - Modern (Modern League) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Confluence

Land

{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scion Summoner {2}{G}

Creature -- Eldrazi Drone

Devoid (This card has no color.)
When this creature enters, create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}." ({C} represents colorless mana.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urborg, Tomb of Yawgmoth

Legendary Land

Each land is a Swamp in addition to its other land types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vile Aggregate {2}{R}

Creature -- Eldrazi Drone

Devoid (This card has no color.)
Vile Aggregate's power is equal to the number of colorless creatures you control.
Trample
Ingest (Whenever this creature deals combat damage to a player, that player exiles the top card of their library.)

***/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Trample
Ingest (Whenever this creature deals combat damage to a player, that player exiles the top card of their library.)

***/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wastes

Basic Land

{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ReanimatorFiend - Modern (Modern League) sheet 7/10 - 8 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.

Wastescape Battlemage {1}{C}

Creature -- Eldrazi Wizard

Kicker {G} and/or {1}{U}
When you cast this spell, if it was kicked with its {G} kicker, exile target artifact or enchantment an opponent controls.
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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Eldrazi Wizard

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When you cast this spell, if it was kicked with its {G} kicker, exile target artifact or enchantment an opponent controls.
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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya, Cradle of Growth

Legendary Land

Each land is a Forest in addition to its other land types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cursed Totem {2}

Artifact

Activated abilities of creatures can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Damping Sphere {2}

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.
Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Damping Sphere {2}

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.
Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disruptor Flute {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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

[sideboard]

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kozilek's Return {2}{R}

Instant

Devoid (This card has no color.)
Kozilek's Return deals 2 damage to each creature.
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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Kozilek's Return deals 2 damage to each creature.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Relic of Progenitus {1}

Artifact

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Relic of Progenitus {1}

Artifact

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spatial Contortion {1}{C}

Instant

({C} represents colorless mana.)
Target creature gets +3/-3 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spatial Contortion {1}{C}

Instant

({C} represents colorless mana.)
Target creature gets +3/-3 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Thief of Existence 1CG

Creature -- Eldrazi

Devoid (This card has no color.)
When you cast this spell, exile up to one target noncreature, nonland permanent an opponent controls with mana value 4 or less. If you do, Thief of Existence gains "When this creature leaves the battlefield, target opponent draws a card."

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When you cast this spell, exile up to one target noncreature, nonland permanent an opponent controls with mana value 4 or less. If you do, Thief of Existence gains "When this creature leaves the battlefield, target opponent draws a card."

[sideboard]

3/4

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[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ReanimatorFiend - 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.