

Ancient Stirrings 6 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 PLAYbotbox.dev	Ancient Stirrings 6 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 PLAYbotbox.dev	Ancient Stirrings 6 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 PLAYbotbox.dev	Ancient Stirrings 6 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 PLAYbotbox.dev
Blast Zone Land This land enters with a charge counter on it. {T}: Add {C}. {X}{X}, {T}: Put X charge counters on this land. {3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chromatic Sphere 1 Artifact {1}, {T}, Sacrifice this artifact: Add one mana of any color. Draw a card. (Activate only as an instant.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chromatic Sphere 1 Artifact {1}, {T}, Sacrifice this artifact: Add one mana of any color. Draw a card. (Activate only as an instant.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chromatic Sphere 1 Artifact {1}, {T}, Sacrifice this artifact: Add one mana of any color. Draw a card. (Activate only as an instant.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Chromatic Star ① Artifact {1}, {T}, Sacrifice this artifact: Add one mana of any color. When this artifact is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chromatic Star ① Artifact {1}, {T}, Sacrifice this artifact: Add one mana of any color. When this artifact is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chromatic Star ① Artifact {1}, {T}, Sacrifice this artifact: Add one mana of any color. When this artifact is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chromatic Star ① Artifact {1}, {T}, Sacrifice this artifact: Add one mana of any color. When this artifact is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dismember ①BPBP Instant {B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dismember ①BPBP Instant {B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Expedition Map ① Artifact {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Expedition Map ① Artifact {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Expedition Map Artifact {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Expedition Map Artifact {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Karn Liberated Legendary Planeswalker -- Karn [+4]: Target player exiles a card from their hand. [-3]: Exile target permanent. [-14]: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn. Then put those cards onto the battlefield under your control. L 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Karn Liberated Legendary Planeswalker -- Karn [+4]: Target player exiles a card from their hand. [-3]: Exile target permanent. [-14]: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn. Then put those cards onto the battlefield under your control. L 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Karn Liberated7 Legendary Planeswalker -- Karn [+4]: Target player exiles a card from their hand. [-3]: Exile target permanent. [-14]: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn. Then put those cards onto the battlefield under your control. L 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Karn Liberated7 Legendary Planeswalker -- Karn [+4]: Target player exiles a card from their hand. [-3]: Exile target permanent. [-14]: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn. Then put those cards onto the battlefield under your control. L 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kozilek, Butcher of Truth18 Legendary Creature -- Eldrazi When you cast this spell, draw four cards. Annihilator 4 (Whenever this creature attacks, defending player sacrifices four permanents of their choice.) When Kozilek is put into a graveyard from anywhere, its owner shuffles their graveyard into their library. 12/12 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kozilek, the Great Distortion8CC Legendary Creature -- Eldrazi When you cast this spell, if you have fewer than seven cards in hand, draw cards equal to the difference. Menace Discard a card with mana value X: Counter target spell with mana value X. 12/12 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Oblivion Stone3 Artifact {4}, {T}: Put a fate counter on target permanent. {5}, {T}, Sacrifice this artifact: Destroy each nonland permanent without a fate counter on it, then remove all fate counters from all permanents. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Oblivion Stone3 Artifact {4}, {T}: Put a fate counter on target permanent. {5}, {T}, Sacrifice this artifact: Destroy each nonland permanent without a fate counter on it, then remove all fate counters from all permanents. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sanctum of Ugin 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Scrying1G Sorcery Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① ②

Search your library for a land card,
reveal it, put it into your hand,
then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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① ⑥

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reveal it, put it into your hand,
then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

(**{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 bothbox.dev

3 C

(**{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

⑥

Colorless spells you cast cost {2} less to cast.

[+1]: Exile the top card of your library face down and look at it. Create a 2/2 colorless Spirit creature token. When that token leaves the battlefield, put the exiled card into your hand.

[-3]: Destroy target permanent that's one or more colors.

L 4

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[+2]: Ugin deals 3 damage to any
target.
[-X]: Exile each permanent with mana
value X or less that's one or more
colors.
[-10]: You gain 7 life, draw seven
cards, then put up to seven
permanent cards from your hand onto
the battlefield.
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L 7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

8

[+2]: Ugin deals 3 damage to any target.

[-X]: Exile each permanent with mana value X or less that's one or more colors.

[-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield.

L 7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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.

Ulamog, the Ceaseless Hunger 10 Legendary Creature -- Eldrazi When you cast this spell, exile two target permanents. Indestructible Whenever Ulamog attacks, defending player exiles the top twenty cards of their library. 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ulamog, the Ceaseless Hunger 10 Legendary Creature -- Eldrazi When you cast this spell, exile two target permanents. Indestructible Whenever Ulamog attacks, defending player exiles the top twenty cards of their library. 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Mine Land -- Urza's Mine {T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Mine Land -- Urza's Mine {T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Urza's Power Plant Land -- Urza's Power-Plant {T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Power Plant Land -- Urza's Power-Plant {T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Tower Land -- Urza's Tower {T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Tower Land -- Urza's Tower {T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Urza's Tower Land -- Urza's Tower {T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Tower Land -- Urza's Tower {T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Warping Wail Instant (C represents colorless mana.) Choose one -- * Exile target creature with power or toughness 1 or less. * Counter target sorcery spell. * Create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Warping Wail Instant (C represents colorless mana.) Choose one -- * Exile target creature with power or toughness 1 or less. * Counter target sorcery spell. * Create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

World Breaker 66 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wurmcoil Engine 6 Artifact Creature -- Phyrexian Wurm Deathtouch, lifelink When this creature dies, create a 3/3 colorless Phyrexian Wurm artifact creature token with deathtouch and a 3/3 colorless Phyrexian Wurm artifact creature token with lifelink. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wurmcoil Engine 6 Artifact Creature -- Phyrexian Wurm Deathtouch, lifelink When this creature dies, create a 3/3 colorless Phyrexian Wurm artifact creature token with deathtouch and a 3/3 colorless Phyrexian Wurm artifact creature token with lifelink. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wurmcoil Engine 6 Artifact Creature -- Phyrexian Wurm Deathtouch, lifelink When this creature dies, create a 3/3 colorless Phyrexian Wurm artifact creature token with deathtouch and a 3/3 colorless Phyrexian Wurm artifact creature token with lifelink. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
All Is Dust 7 Kindred Sorcery -- Eldrazi Each player sacrifices all permanents they control that are one or more colors. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grafdigger's Cage 1 Artifact Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. [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

Playtest cards - Jumba - Modern (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 8/10 - 8 cards - 2.5 x 3.5 in each

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	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. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thragtusk 4G Creature -- Beast When this creature enters, you gain 5 life. When this creature leaves the battlefield, create a 3/3 green Beast creature token. [sideboard] 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thragtusk 4G Creature -- Beast When this creature enters, you gain 5 life. When this creature leaves the battlefield, create a 3/3 green Beast creature token. [sideboard] 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Veil of Summer G Instant Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Veil of Summer G Instant Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Weather the Storm 1G Instant You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Weather the Storm 1G Instant You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Weather the Storm 1 6 Instant You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wilt 1 6 Instant Destroy target artifact or enchantment. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wilt 1 6 Instant Destroy target artifact or enchantment. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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