

Den Protector 16 Creature -- Human Warrior Creatures with power less than this creature's power can't block it. Megamorph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.) When this creature is turned face up, return target card from your graveyard to your hand. 21 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Den Protector 16 Creature -- Human Warrior Creatures with power less than this creature's power can't block it. Megamorph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.) When this creature is turned face up, return target card from your graveyard to your hand. 21 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Explosive Vegetation 36 Sorcery Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Explosive Vegetation 36 Sorcery Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Forest

Basic Land -- Forest

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

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Foundry of the Consuls

Land

```
{T}: Add {C}.
{5}, {T}, Sacrifice this land:
Create two 1/1 colorless Thopter
artifact creature tokens with
flying.
```

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Create two 1/1 colorless Thopter
artifact creature tokens with
flying.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

From Beyond

3 G

Enchantment

Devoid (This card has no color.)
At the beginning of your upkeep,
create a 1/1 colorless Eldrazi Scion
creature token. It has "Sacrifice
this token: Add {C}."
{1}{G}, Sacrifice this enchantment:
Search your library for an Eldrazi
card, reveal it, put it into your
hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hangarback Walker X X Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hangarback Walker X X Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hangarback Walker X X Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hangarback Walker X X Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Hedron Archive 4 Artifact {T}: Add {C}{C}. {2}, {T}, Sacrifice this artifact: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hedron Archive 4 Artifact {T}: Add {C}{C}. {2}, {T}, Sacrifice this artifact: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hedron Archive 4 Artifact {T}: Add {C}{C}. {2}, {T}, Sacrifice this artifact: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hedron Archive 4 Artifact {T}: Add {C}{C}. {2}, {T}, Sacrifice this artifact: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mountain Basic Land -- Mountain ([T]): Add [R].) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nissa's Pilgrimage Sorcery Search your library for up to two basic Forest cards, reveal those cards, and put one onto the battlefield tapped and the rest into your hand. Then shuffle. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, search your library for up to three basic Forest cards instead of two. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nissa's Pilgrimage Sorcery Search your library for up to two basic Forest cards, reveal those cards, and put one onto the battlefield tapped and the rest into your hand. Then shuffle. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, search your library for up to three basic Forest cards instead of two. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nissa's Pilgrimage Sorcery Search your library for up to two basic Forest cards, reveal those cards, and put one onto the battlefield tapped and the rest into your hand. Then shuffle. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, search your library for up to three basic Forest cards instead of two. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Nissa's Renewal Sorcery Search your library for up to three basic land cards, put them onto the battlefield tapped, then shuffle. You gain 7 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nissa's Renewal Sorcery Search your library for up to three basic land cards, put them onto the battlefield tapped, then shuffle. You gain 7 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nissa's Renewal Sorcery Search your library for up to three basic land cards, put them onto the battlefield tapped, then shuffle. You gain 7 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nissa's Revelation Sorcery Scry 5, then reveal the top card of your library. If it's a creature card, you draw cards equal to its power and you gain life equal to its toughness. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Rattleclaw Mystic 1 6 Creature -- Human Shaman {T}: Add {G}, {U}, or {R}. Morph {2} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) When this creature is turned face up, add {G}{U}{R}. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rattleclaw Mystic 1 6 Creature -- Human Shaman {T}: Add {G}, {U}, or {R}. Morph {2} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) When this creature is turned face up, add {G}{U}{R}. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rattleclaw Mystic 1 6 Creature -- Human Shaman {T}: Add {G}, {U}, or {R}. Morph {2} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) When this creature is turned face up, add {G}{U}{R}. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rattleclaw Mystic 1 6 Creature -- Human Shaman {T}: Add {G}, {U}, or {R}. Morph {2} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) When this creature is turned face up, add {G}{U}{R}. 2/1 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	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	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	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

Shrine of the Forsaken Gods

Land

{T}: Add {C}.

{T}: Add {C}{C}. Spend this mana only to cast colorless spells.

Activate only if you control seven or more lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ugin, the Spirit Dragon ⑧

Legendary Planeswalker -- Ugin

```
[+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

Ugin, the Spirit Dragon ⑧

Legendary Planeswalker -- Ugin

[+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

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L 7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - marktung - Standard (Standard Daily Swiss)

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 7/10 - 8 cards - 2.5 x 3.5 in each

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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev
Gaea's Revenge 5GG Creature -- Elemental This spell can't be countered. Haste This creature can't be the target of nongreen spells or abilities from nongreen sources. [sideboard] 8/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gaea's Revenge 5GG Creature -- Elemental This spell can't be countered. Haste This creature can't be the target of nongreen spells or abilities from nongreen sources. [sideboard] 8/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gaea's Revenge 5GG Creature -- Elemental This spell can't be countered. Haste This creature can't be the target of nongreen spells or abilities from nongreen sources. [sideboard] 8/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jaddi Offshoot G Creature -- Plant Defender Landfall -- Whenever a land you control enters, you gain 1 life. [sideboard] 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

G

Defender

Landfall -- Whenever a land you control enters, you gain 1 life.

[sideboard]

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Defender

Landfall -- Whenever a land you control enters, you gain 1 life.

[sidebar]

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Defender

Landfall -- Whenever a land you control enters, you gain 1 life.

[sidebar]

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

⑥

Landfall -- Whenever a land you control enters, choose one --
* Put a +1/+1 counter on target creature.

* You gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Sorcery

Seismic Rupture deals 2 damage to each creature without flying.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Sorcery

Seismic Rupture deals 2 damage to each creature without flying.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Sorcery

Seismic Rupture deals 2 damage to each creature without flying.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Sorcery

Seismic Rupture deals 2 damage to each creature without flying.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

9

Your opponents can't cast spells with even mana values. (Zero is even.)

Your opponents can't block with creatures with even mana values.

11/9

3 G G

At the beginning of your end step, manifest the top card of your library. (Put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.) Sacrifice this creature: Until end of turn, face-up nontoken creatures you control gain "When this creature dies, manifest the top card of your library."

4/4

3 G G

At the beginning of your end step, manifest the top card of your library. (Put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.) Sacrifice this creature: Until end of turn, face-up nontoken creatures you control gain "When this creature dies, manifest the top card of your library."

4/4

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