

Bane of Bala Ged7 Creature -- Eldrazi Whenever this creature attacks, defending player exiles two permanents they control. 7/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bane of Bala Ged7 Creature -- Eldrazi Whenever this creature attacks, defending player exiles two permanents they control. 7/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Den Protector16 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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Den Protector16 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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Desolation Twin10 Creature -- Eldrazi When you cast this spell, create a 10/10 colorless Eldrazi creature token. 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Explosive Vegetation36 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 Vegetation36 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 Vegetation36 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}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Foundry of the Consuls Land {T}: Add {C}. {5}, {T}, Sacrifice this land: Create two 1/1 colorless Thopter artifact creature tokens with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Foundry of the Consuls Land {T}: Add {C}. {5}, {T}, Sacrifice this land: Create two 1/1 colorless Thopter artifact creature tokens with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Foundry of the Consuls Land {T}: Add {C}. {5}, {T}, Sacrifice this land: Create two 1/1 colorless Thopter artifact creature tokens with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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⑥

When you cast this spell, target opponent exiles the top four cards of their library, then you may put any number of land cards that player owns from exile onto the battlefield under your control.

5/8

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5/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

{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 PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 PLAY botbox.dev

Sanctum of Ugin

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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.

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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

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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	Zendikar's Roil 3GG Enchantment Landfall -- Whenever a land you control enters, create a 2/2 green Elemental creature token. 8/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zendikar's Roil 3GG Enchantment Landfall -- Whenever a land you control enters, create a 2/2 green Elemental creature token. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Den Protector 1G 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. 2/1 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. 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. 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. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - BIOLINCH - 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 8/10 - 8 cards - 2.5 x 3.5 in each

Jaddi Offshoot ⑥ 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	Jaddi Offshoot ⑥ 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	Jaddi Offshoot ⑥ 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	Retreat to Kazandu ②⑥ Enchantment 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
Whisperwood Elemental ③⑥⑥ Creature -- Elemental 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." [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winds of Qal Sisma ①⑥ Instant Prevent all combat damage that would be dealt this turn. Ferocious -- If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winds of Qal Sisma ①⑥ Instant Prevent all combat damage that would be dealt this turn. Ferocious -- If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winds of Qal Sisma ①⑥ Instant Prevent all combat damage that would be dealt this turn. Ferocious -- If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winds of Qal Sisma 1 G Instant Prevent all combat damage that would be dealt this turn. Ferocious -- If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Windstorm X G Instant Windstorm deals X damage to each creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Windstorm X G Instant Windstorm deals X damage to each creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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