

Blighted Woodland Land {T}: Add {C}. {3}{G}, {T}, Sacrifice this land: Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blighted Woodland Land {T}: Add {C}. {3}{G}, {T}, Sacrifice this land: Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blighted Woodland Land {T}: Add {C}. {3}{G}, {T}, Sacrifice this land: Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blighted Woodland Land {T}: Add {C}. {3}{G}, {T}, Sacrifice this land: Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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
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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 PLAY botbox.dev

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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

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④

{T}: Add {C}{C}.
{2}, {T}, Sacrifice this artifact:
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

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{T}: Add {C}{C}.
{2}, {T}, Sacrifice this artifact:
Draw two cards.
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Draw two cards.

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Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

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

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

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

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. 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. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nissa's Pilgrimage 26 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 PLAY botbox.dev	Nissa's Pilgrimage 26 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 PLAY botbox.dev
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Ugin, the Spirit Dragon 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 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 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 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

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
Den Protector 1 6 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. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Den Protector 1 6 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. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gaea's Revenge 5 6 6 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 5 6 6 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

5 G G

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

5 G G

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

① ⑥

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

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⑨

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Your opponents can't cast spells
with even mana values. (Zero is
even.)
Your opponents can't block with
creatures with even mana values.
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11/9

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Your opponents can't cast spells with even mana values. (Zero is even.)
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11/9

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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winds of Qal Sisma

① ②

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 ⑥

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winds of Qal Sisma

① ⑥

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev