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| <div><div><div>Beanstalk Giant</div><div><div>6</div><div>G</div></div></div><div><div>Creature -- Giant</div><div>Beanstalk Giant's power and toughness are each equal to the number of lands you control.</div><div><div>*/*</div></div></div><div><div><div>Fertile Footsteps</div><div><div>2</div><div>G</div></div></div><div><div>Sorcery -- Adventure</div><div>Search your library for a basic land card, put it onto the battlefield, then shuffle. (Then exile this card. You may cast the creature later from exile.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Bedeck</div><div><div>2/R</div><div>6/R</div></div></div><div><div>Instant</div><div>Target creature gets +3/-3 until end of turn.</div></div><div><div><div>Bedazzle</div><div><div>4</div><div>B</div><div>R</div></div></div><div><div>Instant</div><div>Destroy target nonbasic land. Bedazzle deals 2 damage to target opponent or planeswalker.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Bedeck</div><div><div>2/R</div><div>6/R</div></div></div><div><div>Instant</div><div>Target creature gets +3/-3 until end of turn.</div></div><div><div><div>Bedazzle</div><div><div>4</div><div>B</div><div>R</div></div></div><div><div>Instant</div><div>Destroy target nonbasic land. Bedazzle deals 2 damage to target opponent or planeswalker.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                      | <div><div><div>Bedeck</div><div><div>2/R</div><div>6/R</div></div></div><div><div>Instant</div><div>Target creature gets +3/-3 until end of turn.</div></div><div><div><div>Bedazzle</div><div><div>4</div><div>B</div><div>R</div></div></div><div><div>Instant</div><div>Destroy target nonbasic land. Bedazzle deals 2 damage to target opponent or planeswalker.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |
| <div><div><div>Bedeck</div><div><div>2/R</div><div>6/R</div></div></div><div><div>Instant</div><div>Target creature gets +3/-3 until end of turn.</div></div><div><div><div>Bedazzle</div><div><div>4</div><div>B</div><div>R</div></div></div><div><div>Instant</div><div>Destroy target nonbasic land. Bedazzle deals 2 damage to target opponent or planeswalker.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                                              | <div><div><div>Blood Crypt</div></div><div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                        | <div><div><div>Boseiju, Who Endures</div></div><div><div>Legendary Land</div><div>{T}: Add {G}.<br/>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Fabled Passage</div></div><div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                          |

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                   | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                   | <div>Greater Tanuki4GG</div> <div>Enchantment Creature -- Dog</div> <div>Trample<br/>Channel -- {2}{G}, Discard this card: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Greater Tanuki4GG</div> <div>Enchantment Creature -- Dog</div> <div>Trample<br/>Channel -- {2}{G}, Discard this card: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Greater Tanuki4GG</div> <div>Enchantment Creature -- Dog</div> <div>Trample<br/>Channel -- {2}{G}, Discard this card: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Greater Tanuki4GG</div> <div>Enchantment Creature -- Dog</div> <div>Trample<br/>Channel -- {2}{G}, Discard this card: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Indatha Triome</div> <div>Land -- Plains Swamp Forest</div> <div>{T}: Add {W}, {B}, or {G}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                  | <div>Indatha Triome</div> <div>Land -- Plains Swamp Forest</div> <div>{T}: Add {W}, {B}, or {G}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                  |

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| <div><div>Indatha Triome</div><div>Land -- Plains Swamp Forest</div><div>{T}: Add {W}, {B}, or {G}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Indatha Triome</div><div>Land -- Plains Swamp Forest</div><div>{T}: Add {W}, {B}, or {G}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                       | <div><div>Ketria Triome</div><div>Land -- Forest Island Mountain</div><div>{T}: Add {G}, {U}, or {R}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             |
| <div><div>Ketria Triome</div><div>Land -- Forest Island Mountain</div><div>{T}: Add {G}, {U}, or {R}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ketria Triome</div><div>Land -- Forest Island Mountain</div><div>{T}: Add {G}, {U}, or {R}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ketria Triome</div><div>Land -- Forest Island Mountain</div><div>{T}: Add {G}, {U}, or {R}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline Binding</div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less<br/>to cast for each basic land type<br/>among lands you control.<br/>When this enchantment enters, exile<br/>target nonland permanent an opponent<br/>controls until this enchantment<br/>leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Leyline Binding</div><div><div>5</div><div>W</div></div></div> <div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Leyline Binding</div><div><div>5</div><div>W</div></div></div> <div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Leyline Binding</div><div><div>5</div><div>W</div></div></div> <div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                               | <div><div>Overgrown Tomb</div></div> <div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                       | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                   | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>     |

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| <b>Quintorius Kand</b> (3)(R)(W)<br><b>Legendary Planeswalker -- Quintorius</b><br>Whenever you cast a spell from exile, Quintorius Kand deals 2 damage to each opponent and you gain 2 life.<br>[+1]: Create a 3/2 red and white Spirit creature token.<br>[-3]: Discover 4.<br>[-6]: Exile any number of target cards from your graveyard. Add {R} for each card exiled this way. You may play those cards this turn.<br><div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Quintorius Kand</b> (3)(R)(W)<br><b>Legendary Planeswalker -- Quintorius</b><br>Whenever you cast a spell from exile, Quintorius Kand deals 2 damage to each opponent and you gain 2 life.<br>[+1]: Create a 3/2 red and white Spirit creature token.<br>[-3]: Discover 4.<br>[-6]: Exile any number of target cards from your graveyard. Add {R} for each card exiled this way. You may play those cards this turn.<br><div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Quintorius Kand</b> (3)(R)(W)<br><b>Legendary Planeswalker -- Quintorius</b><br>Whenever you cast a spell from exile, Quintorius Kand deals 2 damage to each opponent and you gain 2 life.<br>[+1]: Create a 3/2 red and white Spirit creature token.<br>[-3]: Discover 4.<br>[-6]: Exile any number of target cards from your graveyard. Add {R} for each card exiled this way. You may play those cards this turn.<br><div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Quintorius Kand</b> (3)(R)(W)<br><b>Legendary Planeswalker -- Quintorius</b><br>Whenever you cast a spell from exile, Quintorius Kand deals 2 damage to each opponent and you gain 2 life.<br>[+1]: Create a 3/2 red and white Spirit creature token.<br>[-3]: Discover 4.<br>[-6]: Exile any number of target cards from your graveyard. Add {R} for each card exiled this way. You may play those cards this turn.<br><div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Raffine's Tower</b><br><b>Land -- Plains Island Swamp</b><br>({T}: Add {W}, {U}, or {B}.)<br>This land enters tapped.<br>Cycling {3} ({3}, Discard this card: Draw a card.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                         | <b>Release to the Wind</b> (2)(U)<br><b>Instant</b><br>Exile target nonland permanent. For as long as that card remains exiled, its owner may cast it without paying its mana cost.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                    | <b>Release to the Wind</b> (2)(U)<br><b>Instant</b><br>Exile target nonland permanent. For as long as that card remains exiled, its owner may cast it without paying its mana cost.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                    | <b>Sacred Foundry</b><br><b>Land -- Mountain Plains</b><br>({T}: Add {R} or {W}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                          |

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| <div>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div> ({T}: Add {R} or {W}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                            | <div>Spark Double</div> <div>Creature -- Illusion</div> <div> You may have this creature enter as a copy of a creature or planeswalker you control, except it enters with an additional +1/+1 counter on it if it's a creature, it enters with an additional loyalty counter on it if it's a planeswalker, and it isn't legendary. </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                      | <div>Spark Double</div> <div>Creature -- Illusion</div> <div> You may have this creature enter as a copy of a creature or planeswalker you control, except it enters with an additional +1/+1 counter on it if it's a creature, it enters with an additional loyalty counter on it if it's a planeswalker, and it isn't legendary. </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                      | <div>Spark Double</div> <div>Creature -- Illusion</div> <div> You may have this creature enter as a copy of a creature or planeswalker you control, except it enters with an additional +1/+1 counter on it if it's a creature, it enters with an additional loyalty counter on it if it's a planeswalker, and it isn't legendary. </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                      |
| <div>Spark Double</div> <div>Creature -- Illusion</div> <div> You may have this creature enter as a copy of a creature or planeswalker you control, except it enters with an additional +1/+1 counter on it if it's a creature, it enters with an additional loyalty counter on it if it's a planeswalker, and it isn't legendary. </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Spinewoods Armadillo</div> <div>Creature -- Armadillo</div> <div> Reach<br/> Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)<br/> {1}{6}, Discard this card: Search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. You gain 3 life. </div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Spinewoods Armadillo</div> <div>Creature -- Armadillo</div> <div> Reach<br/> Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)<br/> {1}{6}, Discard this card: Search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. You gain 3 life. </div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Spinewoods Armadillo</div> <div>Creature -- Armadillo</div> <div> Reach<br/> Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)<br/> {1}{6}, Discard this card: Search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. You gain 3 life. </div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <div><div>Spinewoods Armadillo (4)(G)(G)</div><div>Creature -- Armadillo</div><div>Reach<br/>Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)<br/>{1}{G}, Discard this card: Search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. You gain 3 life.</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>({T}: Add {R} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>({T}: Add {R} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               |
| <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>({T}: Add {R} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                       | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                               | <div><div>Trumpeting Carnosaur (4)(R)(R)</div><div>Creature -- Dinosaur</div><div>Trample<br/>When this creature enters, discover 5.<br/>{2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.</div><div>7/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Trumpeting Carnosaur (4)(R)(R)</div><div>Creature -- Dinosaur</div><div>Trample<br/>When this creature enters, discover 5.<br/>{2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.</div><div>7/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <p><b>Trumpeting Carnosaur</b> (4)(R)(R)</p> <p>Creature -- Dinosaur</p> <p>Trample<br/>When this creature enters, discover 5.<br/>{2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.</p> <p>7/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                             | <p><b>Trumpeting Carnosaur</b> (4)(R)(R)</p> <p>Creature -- Dinosaur</p> <p>Trample<br/>When this creature enters, discover 5.<br/>{2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.</p> <p>7/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                             | <p><b>Virtue of Persistence</b> (5)(B)(B)</p> <p>Enchantment</p> <p>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</p> <p>----- ADVENTURE -----</p> <p><b>Loathwain Scorn</b> (1)(B)</p> <p>Sorcery -- Adventure</p> <p>Target creature gets -3/-3 until end of turn. You gain 2 life.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Virtue of Persistence</b> (5)(B)(B)</p> <p>Enchantment</p> <p>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</p> <p>----- ADVENTURE -----</p> <p><b>Loathwain Scorn</b> (1)(B)</p> <p>Sorcery -- Adventure</p> <p>Target creature gets -3/-3 until end of turn. You gain 2 life.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Colossal Skyturtle</b> (4)(G)(G)(U)</p> <p>Enchantment Creature -- Turtle</p> <p>Flying, ward {2}<br/>Channel -- {2}{G}, Discard this card: Return target card from your graveyard to your hand.<br/>Channel -- {1}{U}, Discard this card: Return target creature to its owner's hand.</p> <p>[sideboard]</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Colossal Skyturtle</b> (4)(G)(G)(U)</p> <p>Enchantment Creature -- Turtle</p> <p>Flying, ward {2}<br/>Channel -- {2}{G}, Discard this card: Return target card from your graveyard to your hand.<br/>Channel -- {1}{U}, Discard this card: Return target creature to its owner's hand.</p> <p>[sideboard]</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Colossal Skyturtle</b> (4)(G)(G)(U)</p> <p>Enchantment Creature -- Turtle</p> <p>Flying, ward {2}<br/>Channel -- {2}{G}, Discard this card: Return target card from your graveyard to your hand.<br/>Channel -- {1}{U}, Discard this card: Return target creature to its owner's hand.</p> <p>[sideboard]</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                  | <p><b>Consign</b> (1)(U)</p> <p>Instant</p> <p>Return target nonland permanent to its owner's hand.</p> <p>[sideboard]</p> <p>----- AFTERMATH HALF -----</p> <p><b>Oblivion</b> (4)(B)</p> <p>Sorcery</p> <p>Aftermath (Cast this spell only from your graveyard. Then exile it.)<br/>Target opponent discards two cards.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                   |

## ① ② U

Return target nonland permanent to its owner's hand.

[sideboard]

- - - - -  
- - - AFTERMATH HALL - - -

④ ⑤

Aftermath (Cast this spell only from your graveyard. Then exile it.)  
Target opponent discards two cards.

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Card

[sidebar]

OTHER FACE

Card

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3 G/U G/U

Legendary Creature -- Dinosaur Hippo

Companion -- Your starting deck contains only cards with mana value 3 or greater and land cards. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)

When Keruga enters, draw a card for each other permanent you control with mana value 3 or greater.

[sidebar]

5/4

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5 U U

Artifact Creature -- Crab

Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)

Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}.

[sideboard]

5/7

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[sideboard]

5/7

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⑤⑥

## Enchantment

Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value.

Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.)

When you cycle this card, create an X/X blue Shark creature token with flying.

[sideboard]

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(5) (U)

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[sideboard]

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(5) (U)

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Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.)  
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[sideboard]

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| <div> <b>Thought Distortion</b> <span>4</span><span>B</span><span>B</span> </div> <div> Sorcery </div> <div> <p>This spell can't be countered.<br/>Target opponent reveals their hand.<br/>Exile all noncreature, nonland cards from that player's hand and graveyard.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Thought Distortion</b> <span>4</span><span>B</span><span>B</span> </div> <div> Sorcery </div> <div> <p>This spell can't be countered.<br/>Target opponent reveals their hand.<br/>Exile all noncreature, nonland cards from that player's hand and graveyard.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Virtue of Persistence</b> <span>5</span><span>B</span><span>B</span> </div> <div> Enchantment </div> <div> <p>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</p> <p>[sideboard]</p> </div> <div> <div> <div> </div> <div> </div> <div> </div> </div> <div> </div> </div> <div> <div> <b>Lothwain Scorn</b> <span>1</span><span>B</span> </div> <div> Sorcery -- Adventure </div> <div> <p>Target creature gets -3/-3 until end of turn. You gain 2 life.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |
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