

Beanstalk Giant 66 Creature -- Giant Beanstalk Giant's power and toughness are each equal to the number of lands you control. */* ----- ADVENTURE ----- Fertile Footsteps 26 Sorcery -- Adventure 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beanstalk Giant 66 Creature -- Giant Beanstalk Giant's power and toughness are each equal to the number of lands you control. */* ----- ADVENTURE ----- Fertile Footsteps 26 Sorcery -- Adventure 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beanstalk Giant 66 Creature -- Giant Beanstalk Giant's power and toughness are each equal to the number of lands you control. */* ----- ADVENTURE ----- Fertile Footsteps 26 Sorcery -- Adventure 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beanstalk Giant 66 Creature -- Giant Beanstalk Giant's power and toughness are each equal to the number of lands you control. */* ----- ADVENTURE ----- Fertile Footsteps 26 Sorcery -- Adventure 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boseiju, Who Endures Legendary Land {T}: Add {G}. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clever Impersonator 2UU Creature -- Shapeshifter You may have this creature enter as a copy of any nonland permanent on the battlefield. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Consign 1U Instant Return target nonland permanent to its owner's hand. ----- AFTERMATH HALF ----- Oblivion 4B Sorcery Aftermath (Cast this spell only from your graveyard. Then exile it.) Target opponent discards two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Return target nonland permanent to its owner's hand.

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

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Land

{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.

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Basic Land -- Forest

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G G

Trample
Channel -- {2}{G}, Discard this
card: Search your library for a
basic land card, put it onto the
battlefield tapped, then shuffle.

6/5

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4GG

Trample
Channel -- {2}{G}, Discard this
card: Search your library for a
basic land card, put it onto the
battlefield tapped, then shuffle.

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G G

Trample
Channel -- {2}{G}, Discard this
card: Search your library for a
basic land card, put it onto the
battlefield tapped, then shuffle.

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

6 G

Domain -- Create a 3/3 green Beast creature token for each basic land type among lands you control. {1}{G}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

6 G

Domain -- Create a 3/3 green Beast creature token for each basic land type among lands you control.

{1}{6}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Plains Swamp Forest

([T]: Add {W}, {B}, or {G}.)
This land enters tapped.
Cycling {3} ([3], Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Plains Swamp Forest

(T}: Add {W}, {B}, or {G}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Plains Swamp Forest

({T}: Add {W}, {B}, or {G}.)
 This land enters tapped.
 Cycling {3} ({3}, Discard this card:
 Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Plains Swamp Forest

({T}: Add {W}, {B}, or {G}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Keruga, the Macrosage (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.

5/4

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Land -- Forest Island Mountain

({T}: Add {G}, {U}, or {R}.)
 This land enters tapped.
 Cycling {3} ({3}, Discard this card:
 Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ketria Triome Land -- Forest Island Mountain {T}: Add {G}, {U}, or {R}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ketria Triome Land -- Forest Island Mountain {T}: Add {G}, {U}, or {R}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ketria Triome Land -- Forest Island Mountain {T}: Add {G}, {U}, or {R}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline Binding Enchantment Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overgrown Tomb Land -- Swamp Forest {T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Quintorius Kand3RW Legendary Planeswalker -- Quintorius Whenever you cast a spell from exile, Quintorius Kand deals 2 damage to each opponent and you gain 2 life. [+1]: Create a 3/2 red and white Spirit creature token. [-3]: Discover 4. [-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. L4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quintorius Kand3RW Legendary Planeswalker -- Quintorius Whenever you cast a spell from exile, Quintorius Kand deals 2 damage to each opponent and you gain 2 life. [+1]: Create a 3/2 red and white Spirit creature token. [-3]: Discover 4. [-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. L4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quintorius Kand3RW Legendary Planeswalker -- Quintorius Whenever you cast a spell from exile, Quintorius Kand deals 2 damage to each opponent and you gain 2 life. [+1]: Create a 3/2 red and white Spirit creature token. [-3]: Discover 4. [-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. L4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quintorius Kand3RW Legendary Planeswalker -- Quintorius Whenever you cast a spell from exile, Quintorius Kand deals 2 damage to each opponent and you gain 2 life. [+1]: Create a 3/2 red and white Spirit creature token. [-3]: Discover 4. [-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. L4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Raffine's Tower Land -- Plains Island Swamp {T}: Add {W}, {U}, or {B}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Release to the Wind Instant Exile target nonland permanent. For as long as that card remains exiled, its owner may cast it without paying its mana cost. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sacred Foundry Land -- Mountain Plains {T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sacred Foundry Land -- Mountain Plains {T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spark Double Creature -- Illusion 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. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spark Double Creature -- Illusion 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. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spark Double Creature -- Illusion 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. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spark Double Creature -- Illusion 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. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spinewoods Armadillo 4GGG Creature -- Armadillo Reach Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) {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. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spinewoods Armadillo 4GGG Creature -- Armadillo Reach Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) {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. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Steam Vents Land -- Island Mountain ({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.	Stomping Ground Land -- Mountain Forest ({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.
Stomping Ground Land -- Mountain Forest ({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.	Stomping Ground Land -- Mountain Forest ({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.	Swamp Basic Land -- Swamp ({T}: Add {B}.)	Trumpeting Carnosaur 4RR Creature -- Dinosaur Trample When this creature enters, discover 5. {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trumpeting Carnosaur (4)(R)(R) Creature -- Dinosaur Trample When this creature enters, discover 5. {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trumpeting Carnosaur (4)(R)(R) Creature -- Dinosaur Trample When this creature enters, discover 5. {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trumpeting Carnosaur (4)(R)(R) Creature -- Dinosaur Trample When this creature enters, discover 5. {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Virtue of Persistence (5)(B)(B) Enchantment At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. ----- ADVENTURE ----- Lothwain Scorn (1)(B) Sorcery -- Adventure Target creature gets -3/-3 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Virtue of Persistence (5)(B)(B) Enchantment At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. ----- ADVENTURE ----- Lothwain Scorn (1)(B) Sorcery -- Adventure Target creature gets -3/-3 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bedeck (8/R)(6/R) Instant Target creature gets +3/-3 until end of turn. [sideboard] ----- RIGHT HALF ----- Bedazzle (4)(B)(R) Instant Destroy target nonbasic land. Bedazzle deals 2 damage to target opponent or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bedeck (8/R)(6/R) Instant Target creature gets +3/-3 until end of turn. [sideboard] ----- RIGHT HALF ----- Bedazzle (4)(B)(R) Instant Destroy target nonbasic land. Bedazzle deals 2 damage to target opponent or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonlord Dromoka (4)(G)(W) Legendary Creature -- Elder Dragon This spell can't be countered. Flying, lifelink Your opponents can't cast spells during your turn. [sideboard] 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragonlord Dromoka 4 G W Legendary Creature -- Elder Dragon This spell can't be countered. Flying, lifelink Your opponents can't cast spells during your turn. [sideboard] 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gyruda, Doom of Depths 4 U/B U/B Legendary Creature -- Demon Kraken Companion -- Your starting deck contains only cards with even mana values. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) When Gyruda enters, each player mills four cards. Put a creature card with an even mana value from among the milled cards onto the battlefield under your control. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Keruga, the Macrosage 3 G/W G/W 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. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roaring Furnace 1 R Enchantment -- Room When you unlock this door, this Room deals damage equal to the number of cards in your hand to target creature an opponent controls. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) [sideboard] Steaming Sauna 3 U U Enchantment -- Room You have no maximum hand size. At the beginning of your end step, draw a card. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Roaring Furnace 1 R Enchantment -- Room When you unlock this door, this Room deals damage equal to the number of cards in your hand to target creature an opponent controls. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) [sideboard] Steaming Sauna 3 U U Enchantment -- Room You have no maximum hand size. At the beginning of your end step, draw a card. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shark Typhoon 5 U 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shark Typhoon 5 U 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shark Typhoon 5 U 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

4 B B

Sorcery

This spell can't be countered.
Target opponent reveals their hand.
Exile all noncreature, nonland cards
from that player's hand and
graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 B B

Sorcery

This spell can't be countered.
Target opponent reveals their hand.
Exile all noncreature, nonland cards
from that player's hand and
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 B B

Sorcery

This spell can't be countered.
Target opponent reveals their hand.
Exile all noncreature, nonland cards
from that player's hand and
graveyard.

[sideboard]

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5 B B

Enchantment

At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.

[sideboard]

- - - ADVENTURE - - -

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Sorcery -- Adventure

Target creature gets -3/-3 until end of turn. You gain 2 life.

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