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| <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                 | <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                 | <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                 | <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                 |
| <div><div>Apex Devastator8GG</div><div>Creature -- Chimera Hydra</div><div>Cascade, cascade, cascade, cascade<br/>(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order. Multiple instances of cascade each trigger separately.)</div><div>10/10</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Apex Devastator8GG</div><div>Creature -- Chimera Hydra</div><div>Cascade, cascade, cascade, cascade<br/>(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order. Multiple instances of cascade each trigger separately.)</div><div>10/10</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Apex Devastator8GG</div><div>Creature -- Chimera Hydra</div><div>Cascade, cascade, cascade, cascade<br/>(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order. Multiple instances of cascade each trigger separately.)</div><div>10/10</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Apex Devastator8GG</div><div>Creature -- Chimera Hydra</div><div>Cascade, cascade, cascade, cascade<br/>(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order. Multiple instances of cascade each trigger separately.)</div><div>10/10</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## 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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Call Forth the Tempest (5)(R)(R)(R)

## Sorcery

Cascade, cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order. Then do it again.) Call Forth the Tempest deals damage to each creature your opponents control equal to the total mana value of other spells you've cast this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land.<br/>{T}: Add {C}{C}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                   | <div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land.<br/>{T}: Add {C}{C}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                   | <div><div>Creative Technique4R</div><div>Sorcery</div><div>Demonstrate (When you cast this spell, you may copy it. If you do, choose an opponent to also copy it.) Shuffle your library, then reveal cards from the top of it until you reveal a nonland card. Exile that card and put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Creative Technique4R</div><div>Sorcery</div><div>Demonstrate (When you cast this spell, you may copy it. If you do, choose an opponent to also copy it.) Shuffle your library, then reveal cards from the top of it until you reveal a nonland card. Exile that card and put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Creative Technique4R</div><div>Sorcery</div><div>Demonstrate (When you cast this spell, you may copy it. If you do, choose an opponent to also copy it.) Shuffle your library, then reveal cards from the top of it until you reveal a nonland card. Exile that card and put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Creative Technique4R</div><div>Sorcery</div><div>Demonstrate (When you cast this spell, you may copy it. If you do, choose an opponent to also copy it.) Shuffle your library, then reveal cards from the top of it until you reveal a nonland card. Exile that card and put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Crystal Vein</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Add {C}{C}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                     | <div><div>Crystal Vein</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Add {C}{C}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                     |

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| <div><div>Dwarven Ruins</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {R}.<br/>{T}, Sacrifice this land: Add {R}{R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                | <div><div>Dwarven Ruins</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {R}.<br/>{T}, Sacrifice this land: Add {R}{R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                | <div><div>Dwarven Ruins</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {R}.<br/>{T}, Sacrifice this land: Add {R}{R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | <div><div>Dwarven Ruins</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {R}.<br/>{T}, Sacrifice this land: Add {R}{R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                        |
| <div><div>Emrakul, the Aeons Torn 15</div><div>Legendary Creature -- Eldrazi</div><div>This spell can't be countered.<br/>When you cast this spell, take an extra turn after this one.<br/>Flying, protection from spells that are one or more colors, annihilator 6<br/>When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.</div></div> <div>15/15</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Emrakul, the Aeons Torn 15</div><div>Legendary Creature -- Eldrazi</div><div>This spell can't be countered.<br/>When you cast this spell, take an extra turn after this one.<br/>Flying, protection from spells that are one or more colors, annihilator 6<br/>When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.</div></div> <div>15/15</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Etali, Primal Conqueror 5RR</div><div>Legendary Creature -- Elder Dinosaur</div><div>Trample<br/>When Etali enters, each player exiles cards from the top of their library until they exile a nonland card. You may cast any number of spells from among the nonland cards exiled this way without paying their mana costs.<br/>{9}{G/P}: Transform Etali. Activate only as a sorcery.</div></div> <div>7/7</div> <div>--- BACK FACE ---</div> <div><div>Etali, Primal Sickness</div><div>Legendary Creature -- Phyrexian Elder Dinosaur</div><div>Trample, indestructible<br/>Whenever Etali deals combat damage to a player, they get that many poison counters. (A player with ten or more poison counters loses the game.)</div></div> <div>11/11</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Hickory Woodlot</div><div>Land</div><div>This land enters tapped with two depletion counters on it.<br/>{T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Hickory Woodlot</div><div>Land</div><div>This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Maelstrom Wanderer 5GUR</div><div>Legendary Creature -- Elemental</div><div>Creatures you control have haste. Cascade, cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order. Then do it again.)</div></div><div>7/5PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Maelstrom Wanderer 5GUR</div><div>Legendary Creature -- Elemental</div><div>Creatures you control have haste. Cascade, cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order. Then do it again.)</div></div><div>7/5PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mossfire Valley</div><div>Land</div><div>{1}, {T}: Add {R}{G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      |
| <div><div><div>Mossfire Valley</div><div>Land</div><div>{1}, {T}: Add {R}{G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                 | <div><div><div>Mossfire Valley</div><div>Land</div><div>{1}, {T}: Add {R}{G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                               | <div><div><div>Mossfire Valley</div><div>Land</div><div>{1}, {T}: Add {R}{G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                               | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Sandstone Needle</div><div>Land</div><div><p>This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sandstone Needle</div><div>Land</div><div><p>This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                            | <div><div>Sandstone Needle</div><div>Land</div><div><p>This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                            | <div><div>Sandstone Needle</div><div>Land</div><div><p>This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                            |
| <div><div>Taiga</div><div>Land -- Mountain Forest</div><div><p>{T}: Add {R} or {G}.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                         | <div><div>Throes of Chaos3R</div><div>Sorcery</div><div><p>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</p><p>Retrace (You may cast this card from your graveyard by discarding a land card in addition to paying its other costs.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Throes of Chaos3R</div><div>Sorcery</div><div><p>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</p><p>Retrace (You may cast this card from your graveyard by discarding a land card in addition to paying its other costs.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Throes of Chaos3R</div><div>Sorcery</div><div><p>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</p><p>Retrace (You may cast this card from your graveyard by discarding a land card in addition to paying its other costs.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Throes of Chaos</div> <div>3R</div> <div>Sorcery</div> <div>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)<br/>Retrace (You may cast this card from your graveyard by discarding a land card in addition to paying its other costs.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Tibalt's Trickery</div> <div>1R</div> <div>Instant</div> <div>Counter target spell. Choose 1, 2, or 3 at random. Its controller mills that many cards, then exiles cards from the top of their library until they exile a nonland card with a different name than that spell. They may cast that card without paying its mana cost. Then they put the exiled cards on the bottom of their library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Tibalt's Trickery</div> <div>1R</div> <div>Instant</div> <div>Counter target spell. Choose 1, 2, or 3 at random. Its controller mills that many cards, then exiles cards from the top of their library until they exile a nonland card with a different name than that spell. They may cast that card without paying its mana cost. Then they put the exiled cards on the bottom of their library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Tibalt's Trickery</div> <div>1R</div> <div>Instant</div> <div>Counter target spell. Choose 1, 2, or 3 at random. Its controller mills that many cards, then exiles cards from the top of their library until they exile a nonland card with a different name than that spell. They may cast that card without paying its mana cost. Then they put the exiled cards on the bottom of their library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Tinder Farm</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {G}.<br/>{T}, Sacrifice this land: Add {R}{W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                            | <div>Tinder Farm</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {G}.<br/>{T}, Sacrifice this land: Add {R}{W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                          | <div>Trumpeting Carnosaur</div> <div>4RR</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>Trumpeting Carnosaur</div> <div>4RR</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>                                                                                                                                                                                |

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| <b>Violent Outburst</b> ①①①①①①<br>Instant<br><p>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)<br/> Creatures you control get +1/+0 until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                   | <b>Violent Outburst</b> ①①①①①①<br>Instant<br><p>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)<br/> Creatures you control get +1/+0 until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <b>Violent Outburst</b> ①①①①①①<br>Instant<br><p>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)<br/> Creatures you control get +1/+0 until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <b>Violent Outburst</b> ①①①①①①<br>Instant<br><p>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)<br/> Creatures you control get +1/+0 until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> |
| <b>Chimil, the Inner Sun</b> ⑥<br>Legendary Artifact<br><p>Spells you control can't be countered.<br/> At the beginning of your end step, discover 5. (Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <b>Ingot Chewer</b> ④④<br>Creature -- Elemental<br><p>When this creature enters, destroy target artifact.<br/> Evoke {R} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</p> <p>[sideboard]</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                          | <b>Ingot Chewer</b> ④④<br>Creature -- Elemental<br><p>When this creature enters, destroy target artifact.<br/> Evoke {R} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</p> <p>[sideboard]</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                          | <b>Leyline of the Void</b> ②②②②②②<br>Enchantment<br><p>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/> If a card would be put into an opponent's graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                             |

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| <div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mindbreak Trap (2)(U)(U)</div><div>Instant -- Trap</div><div>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.<br/>Exile any number of target spells.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              |
| <div><div>Mindbreak Trap (2)(U)(U)</div><div>Instant -- Trap</div><div>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.<br/>Exile any number of target spells.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div>Mindbreak Trap (2)(U)(U)</div><div>Instant -- Trap</div><div>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.<br/>Exile any number of target spells.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div>Pyrokinesis (4)(R)(R)</div><div>Instant</div><div>You may exile a red card from your hand rather than pay this spell's mana cost.<br/>Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    | <div><div>Pyrokinesis (4)(R)(R)</div><div>Instant</div><div>You may exile a red card from your hand rather than pay this spell's mana cost.<br/>Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Tibalt's Trickery</div><div>1R</div></div><div>Instant</div><div>Counter target spell. Choose 1, 2, or 3 at random. Its controller mills that many cards, then exiles cards from the top of their library until they exile a nonland card with a different name than that spell. They may cast that card without paying its mana cost. Then they put the exiled cards on the bottom of their library in a random order.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Trumpeting Carnosaur</div><div>4RR</div></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>[sideboard]</div><div>7/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Trumpeting Carnosaur</div><div>4RR</div></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>[sideboard]</div><div>7/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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