

<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 (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 (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 (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 (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><div>Boseiju, Who Endures</div><div>Legendary Land</div><div><p>{T}: Add {G}.</p><p>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.</p></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>Legendary Land</div><div><p>{T}: Add {G}.</p><p>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.</p></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>Legendary Land</div><div><p>{T}: Add {G}.</p><p>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.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Call Forth the Tempest 5RRR</div><div>Sorcery</div><div><p>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.)</p><p>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.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div><div>Creative Technique</div><div><div>4</div><div>R</div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Creative Technique</div><div><div>4</div><div>R</div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Creative Technique</div><div><div>4</div><div>R</div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Creative Technique</div><div><div>4</div><div>R</div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Crystal Vein</div></div> <div>Land</div> <div>{T}: Add {C}. {T}, Sacrifice this land: Add {C}{C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Crystal Vein</div></div> <div>Land</div> <div>{T}: Add {C}. {T}, Sacrifice this land: Add {C}{C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Dwarven Ruins</div></div> <div>Land</div> <div>This land enters tapped. {T}: Add {R}. {T}, Sacrifice this land: Add {R}{R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Dwarven Ruins</div></div> <div>Land</div> <div>This land enters tapped. {T}: Add {R}. {T}, Sacrifice this land: Add {R}{R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div>Dwarven Ruins</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {R}.</p> <p>{T}, Sacrifice this land: Add {R}{R}.</p> </div> <div> <div>15/15</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Emrakul, the Aeons Torn 15</div> <div>Legendary Creature -- Eldrazi</div> <div> <p>This spell can't be countered.</p> <p>When you cast this spell, take an extra turn after this one.</p> <p>Flying, protection from spells that are one or more colors, annihilator 6</p> <p>When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.</p> </div> <div> <div>15/15</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Emrakul, the Aeons Torn 15</div> <div>Legendary Creature -- Eldrazi</div> <div> <p>This spell can't be countered.</p> <p>When you cast this spell, take an extra turn after this one.</p> <p>Flying, protection from spells that are one or more colors, annihilator 6</p> <p>When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.</p> </div> <div> <div>15/15</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Etali, Primal Conqueror</div> <div>Card</div> <div> <div>OTHER FACE</div> </div> <div>Etali, Primal Conqueror</div> <div>Card</div> <div> <div>7/5</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Hickory Woodlot</div> <div>Land</div> <div> <p>This land enters tapped with two depletion counters on it.</p> <p>{T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it.</p> </div> <div> <div>7/5</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Hickory Woodlot</div> <div>Land</div> <div> <p>This land enters tapped with two depletion counters on it.</p> <p>{T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it.</p> </div> <div> <div>7/5</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Hickory Woodlot</div> <div>Land</div> <div> <p>This land enters tapped with two depletion counters on it.</p> <p>{T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it.</p> </div> <div> <div>7/5</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Maelstrom Wanderer 5GUR</div> <div>Legendary Creature -- Elemental</div> <div> <p>Creatures you control have haste.</p> <p>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.)</p> </div> <div> <div>7/5</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</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>7/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>7/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Mossfire Valley</div><div>Land</div><div>{1}, {T}: Add {R}{G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Mossfire Valley</div><div>Land</div><div>{1}, {T}: Add {R}{G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
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<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>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 Chaos</div><div>3R</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 Chaos</div><div>3R</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>

Throes of Chaos (3)(R) Sorcery <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Throes of Chaos (3)(R) Sorcery <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Tibalt's Trickery (1)(R) Instant <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Tibalt's Trickery (1)(R) Instant <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
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<div><div><div>Violent Outburst</div><div>1RG</div></div><div>Instant</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.) Creatures you control get +1/+0 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Violent Outburst</div><div>1RG</div></div><div>Instant</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.) Creatures you control get +1/+0 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Violent Outburst</div><div>1RG</div></div><div>Instant</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.) Creatures you control get +1/+0 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Violent Outburst</div><div>1RG</div></div><div>Instant</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.) Creatures you control get +1/+0 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Defense Grid</div><div>2</div></div><div>Artifact</div><div>Each spell costs {3} more to cast except during its controller's turn. [sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Defense Grid</div><div>2</div></div><div>Artifact</div><div>Each spell costs {3} more to cast except during its controller's turn. [sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Defense Grid</div><div>2</div></div><div>Artifact</div><div>Each spell costs {3} more to cast except during its controller's turn. [sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Defense Grid</div><div>2</div></div><div>Artifact</div><div>Each spell costs {3} more to cast except during its controller's turn. [sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Gemstone Caverns <hr/> Legendary Land <hr/> <p>If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand. {T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Gemstone Caverns <hr/> Legendary Land <hr/> <p>If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand. {T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Gemstone Caverns <hr/> Legendary Land <hr/> <p>If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand. {T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Gemstone Caverns <hr/> Legendary Land <hr/> <p>If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand. {T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
Ingot Chewer (4)(R) <hr/> Creature -- Elemental <hr/> <p>When this creature enters, destroy target artifact. Evoke {R} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</p> <p>[sideboard]</p> <div>3/3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Leyline of the Void (2)(B)(B) <hr/> Enchantment <hr/> <p>If this card is in your opening hand, you may begin the game with it on the battlefield. 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>	Leyline of the Void (2)(B)(B) <hr/> Enchantment <hr/> <p>If this card is in your opening hand, you may begin the game with it on the battlefield. 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>	Leyline of the Void (2)(B)(B) <hr/> Enchantment <hr/> <p>If this card is in your opening hand, you may begin the game with it on the battlefield. 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>

<div><div>Trumpeting Carnosaur (4)(R)(R)</div><div>Creature -- Dinosaur</div><div>Trample When this creature enters, discover 5. {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 PLAY botbox.dev</div></div>	<div><div>Trumpeting Carnosaur (4)(R)(R)</div><div>Creature -- Dinosaur</div><div>Trample When this creature enters, discover 5. {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 PLAY botbox.dev</div></div>	<div><div>Trumpeting Carnosaur (4)(R)(R)</div><div>Creature -- Dinosaur</div><div>Trample When this creature enters, discover 5. {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 PLAY botbox.dev</div></div>	
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