Ancient Tomb

Land

{T}: Add {C}{C}. This land deals 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Apex Devastator {8}{G}{G}

Creature -- Chimera Hydra

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.)

10/10

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10/10

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Willioufouf - Legacy (Legacy Showcase Qualifier) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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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 PLAY botbox.dev

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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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City of Traitors

Land

When you play another land, sacrifice this land.
{T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

City of Traitors

Land

When you play another land, sacrifice this land.
{T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creative Technique (4)(R)

Sorcery

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creative Technique (4)(R)

Sorcery

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crystal Vein

Land

{T}: Add {C}.
{T}, Sacrifice this land: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crystal Vein

Land

{T}: Add {C}.
{T}, Sacrifice this land: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Dwarven Ruins

Land

This land enters tapped.
{T}: Add {R}.
{T}, Sacrifice this land: Add {R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped.
{T}: Add {R}.
{T}, Sacrifice this land: Add {R}{R}.

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This land enters tapped.
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This land enters tapped.
{T}: Add {R}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emrakul, the Aeons Torn (15)

Legendary Creature -- Eldrazi

This spell can't be countered.
When you cast this spell, take an extra turn after this one.
Flying, protection from spells that are one or more colors, annihilator 6
When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.

15/15

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When you cast this spell, take an extra turn after this one.
Flying, protection from spells that are one or more colors, annihilator 6
When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.

15/15

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hickory Woodlot

Land

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hickory Woodlot

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This land enters tapped with two depletion counters on it.
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Maelstrom Wanderer {5}{G}{U}{R}

Legendary Creature -- Elemental

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.)

7/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.)

7/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mossfire Valley

Land

{1}, {T}: Add {R}{G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

{1}, {T}: Add {R}{G}.

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Mossfire Valley

Land

{1}, {T}: Add {R}{G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sandstone Needle

Land

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Taiga

Land -- Mountain Forest

({T}: Add {R} or {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land -- Mountain Forest

({T}: Add {R} or {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Throes of Chaos (3)(R)

Sorcery

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.)
Retrace (You may cast this card from your graveyard by discarding a land card in addition to paying its other costs.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.)
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Throes of Chaos 3R

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tibalt's Trickery 1R

Instant

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 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 4RR

Creature -- Dinosaur

Trample
When this creature enters, discover 5.
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7/6

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Violent Outburst (1)(R)(G)

Instant

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fury (3)(R)(R)

Creature -- Elemental Incarnation

Double strike
When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.
Evoke--Exile a red card from your hand.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Evoke--Exile a red card from your hand.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Rabblemaster (2)(R)

Creature -- Goblin Warrior

Other Goblin creatures you control attack each combat if able.
At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste.
Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Laelia, the Blade Reforged {2}{R}

Legendary Creature -- Spirit Warrior

Haste
Whenever Laelia attacks, exile the top card of your library. You may play that card this turn.
Whenever one or more cards are put into exile from your library and/or your graveyard, put a +1/+1 counter on Laelia.

[sideboard]

2/2

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[sideboard]

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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of the Void {2}{B}{B}

Enchantment

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of the Void {2}{B}{B}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
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[sideboard]

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Leyline of the Void 2BB

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[sideboard]

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Leyline of the Void 2BB

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Dinosaur

Trample
When this creature enters, discover 5.
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7/6

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