

Ashling, Rekindled 1R Legendary Creature -- Elemental Sorcerer Whenever this creature enters or transforms into Ashling, Rekindled, you may discard a card. If you do, draw a card. At the beginning of your first main phase, you may pay {U}. If you do, transform Ashling. 1/3 ----- BACK FACE ----- Ashling, Rimebound Legendary Creature -- Elemental Wizard Whenever this creature transforms into Ashling, Rimebound and at the beginning of your first main phase, add two mana of any one color. Spend this mana only to cast spells with mana value 4 or greater. At the beginning of your first main phase, you may pay {R}. If you do, transform Ashling. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ashling, Rekindled 1R Legendary Creature -- Elemental Sorcerer Whenever this creature enters or transforms into Ashling, Rekindled, you may discard a card. If you do, draw a card. At the beginning of your first main phase, you may pay {U}. If you do, transform Ashling. 1/3 ----- BACK FACE ----- Ashling, Rimebound Legendary Creature -- Elemental Wizard Whenever this creature transforms into Ashling, Rimebound and at the beginning of your first main phase, add two mana of any one color. Spend this mana only to cast spells with mana value 4 or greater. At the beginning of your first main phase, you may pay {R}. If you do, transform Ashling. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ashling, Rekindled 1R Legendary Creature -- Elemental Sorcerer Whenever this creature enters or transforms into Ashling, Rekindled, you may discard a card. If you do, draw a card. At the beginning of your first main phase, you may pay {U}. If you do, transform Ashling. 1/3 ----- BACK FACE ----- Ashling, Rimebound Legendary Creature -- Elemental Wizard Whenever this creature transforms into Ashling, Rimebound and at the beginning of your first main phase, add two mana of any one color. Spend this mana only to cast spells with mana value 4 or greater. At the beginning of your first main phase, you may pay {R}. If you do, transform Ashling. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ashling, Rekindled 1R Legendary Creature -- Elemental Sorcerer Whenever this creature enters or transforms into Ashling, Rekindled, you may discard a card. If you do, draw a card. At the beginning of your first main phase, you may pay {U}. If you do, transform Ashling. 1/3 ----- BACK FACE ----- Ashling, Rimebound Legendary Creature -- Elemental Wizard Whenever this creature transforms into Ashling, Rimebound and at the beginning of your first main phase, add two mana of any one color. Spend this mana only to cast spells with mana value 4 or greater. At the beginning of your first main phase, you may pay {R}. If you do, transform Ashling. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bounce Off U Instant Return target creature or Vehicle to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bounce Off U Instant Return target creature or Vehicle to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bounce Off U Instant Return target creature or Vehicle to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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① R

{T}: Add two mana in any combination of colors. Spend this mana only to cast Elemental spells or activate abilities of Elemental sources.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

{T}: Add two mana in any combination of colors. Spend this mana only to cast Elemental spells or activate abilities of Elemental sources.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

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Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land - - Cave

This land enters tapped.
When this land enters, exile up to three target cards from graveyards.
{T}: Add {C}.
{T}: Add one mana of any of the exiled cards' colors.

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Land

This land enters tapped.
 {T}: Add {G} or {U}.
 {3}{G}{U}: Until end of turn, this land becomes a 5/5 green and blue Plant creature with trample. It's still a land.
 Whenever this land attacks, up to one other target creature has base power and toughness 3/3 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

Ward {2}
As this creature enters, choose a creature type.
This creature is the chosen type in addition to its other types.
If a triggered ability of another creature you control of the chosen type triggers, it triggers an additional time.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

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As this creature enters, choose a creature type.
This creature is the chosen type in addition to its other types.
If a triggered ability of another creature you control of the chosen type triggers, it triggers an additional time.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Roaming Throne4 Artifact Creature -- Golem Ward {2} As this creature enters, choose a creature type. This creature is the chosen type in addition to its other types. If a triggered ability of another creature you control of the chosen type triggers, it triggers an additional time. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roaming Throne4 Artifact Creature -- Golem Ward {2} As this creature enters, choose a creature type. This creature is the chosen type in addition to its other types. If a triggered ability of another creature you control of the chosen type triggers, it triggers an additional time. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sear1R Instant Sear deals 4 damage to target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirebluff Canal Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Spirebluff Canal Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunderflock 7UU Creature -- Elemental This spell costs {X} less to cast, where X is the greatest mana value among Elementals you control. Flying When this creature enters, if you cast it, return all non-Elemental creatures to their owners' hands. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunderflock 7UU Creature -- Elemental This spell costs {X} less to cast, where X is the greatest mana value among Elementals you control. Flying When this creature enters, if you cast it, return all non-Elemental creatures to their owners' hands. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunderflock 7UU Creature -- Elemental This spell costs {X} less to cast, where X is the greatest mana value among Elementals you control. Flying When this creature enters, if you cast it, return all non-Elemental creatures to their owners' hands. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Thundering Falls Land -- Island Mountain ({T}: Add {U} or {R}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vibrance Creature -- Elemental Incarnation When this creature enters, if {R}{R} was spent to cast it, this creature deals 3 damage to any target. When this creature enters, if {G}{G} was spent to cast it, search your library for a land card, reveal it, put it into your hand, then shuffle. You gain 2 life. Evoke {R/G}{R/G} 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vibrance Creature -- Elemental Incarnation When this creature enters, if {R}{R} was spent to cast it, this creature deals 3 damage to any target. When this creature enters, if {G}{G} was spent to cast it, search your library for a land card, reveal it, put it into your hand, then shuffle. You gain 2 life. Evoke {R/G}{R/G} 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vibrance Creature -- Elemental Incarnation When this creature enters, if {R}{R} was spent to cast it, this creature deals 3 damage to any target. When this creature enters, if {G}{G} was spent to cast it, search your library for a land card, reveal it, put it into your hand, then shuffle. You gain 2 life. Evoke {R/G}{R/G} 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Wistfulness (3)(6/U)(6/U) Creature -- Elemental Incarnation When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls. When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card. Evoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wistfulness (3)(6/U)(6/U) Creature -- Elemental Incarnation When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls. When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card. Evoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wistfulness (3)(6/U)(6/U) Creature -- Elemental Incarnation When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls. When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card. Evoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wistfulness (3)(6/U)(6/U) Creature -- Elemental Incarnation When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls. When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card. Evoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Disdainful Stroke (1)(U) Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disdainful Stroke (1)(U) Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fire Magic (R) Instant Tiered (Choose one additional cost.) * Fire -- {0} -- Fire Magic deals 1 damage to each creature. * Fira -- {2} -- Fire Magic deals 2 damage to each creature. * Firaga -- {5} -- Fire Magic deals 3 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flashfreeze (1)(U) Instant Counter target red or green spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flashfreeze 1 U Instant Counter target red or green spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghost Vacuum 1 Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyroclasm 1 R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sear 1 R Instant Sear deals 4 damage to target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sear 1 R Instant Sear deals 4 damage to target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Snare U Instant Counter target spell with mana value 2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Snare U Instant Counter target spell with mana value 2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunderflock 7UU Creature -- Elemental This spell costs {X} less to cast, where X is the greatest mana value among Elementals you control. Flying When this creature enters, if you cast it, return all non-Elemental creatures to their owners' hands. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Untimely Malfunction 1R Instant Choose one -- * Destroy target artifact. * Change the target of target spell or ability with a single target. * One or two target creatures can't block this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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