

Ashling's Command (3)(U)(R) Kindred Instant -- Elemental Choose two -- * Create a token that's a copy of target Elemental you control. * Target player draws two cards. * Ashling's Command deals 2 damage to each creature target player controls. * Target player creates two Treasure tokens. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aurora Awakener (6)(G) Creature -- Giant Druid Trample Vivid -- When this creature enters, reveal cards from the top of your library until you reveal X permanent cards, where X is the number of colors among permanents you control. Put any number of those permanent cards onto the battlefield, then put the rest of the revealed cards on the bottom of your library in a random order. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blossombind (1)(U) Enchantment -- Aura Enchant creature When this Aura enters, tap enchanted creature. Enchanted creature can't become untapped and can't have counters put on it. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blossombind (1)(U) Enchantment -- Aura Enchant creature When this Aura enters, tap enchanted creature. Enchanted creature can't become untapped and can't have counters put on it. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Blossombind (1)(U) Enchantment -- Aura Enchant creature When this Aura enters, tap enchanted creature. Enchanted creature can't become untapped and can't have counters put on it. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cinder Strike (R) Sorcery As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Cinder Strike deals 2 damage to target creature. It deals 4 damage to that creature instead if this spell's additional cost was paid. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eclipsed Flamekin (1)(U/R)(U/R) Creature -- Elemental Scout When this creature enters, look at the top four cards of your library. You may reveal an Elemental, Island, or Mountain card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Explosive Prodigy1R Creature -- Elemental Sorcerer Vivid -- When this creature enters, it deals X damage to target creature an opponent controls, where X is the number of colors among permanents you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Explosive Prodigy1R Creature -- Elemental Sorcerer Vivid -- When this creature enters, it deals X damage to target creature an opponent controls, where X is the number of colors among permanents you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Flamekin Gildweaver3R Creature -- Elemental Sorcerer Trample When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flaring Cinder1U/RU/R Creature -- Elemental Sorcerer When this creature enters and whenever you cast a spell with mana value 4 or greater, you may discard a card. If you do, draw a card. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Foraging Wickermaw2 Artifact Creature -- Scarecrow When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {1}: Add one mana of any color. This creature becomes that color until end of turn. Activate only once each turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Foraging Wickermaw2 Artifact Creature -- Scarecrow When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {1}: Add one mana of any color. This creature becomes that color until end of turn. Activate only once each turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Great Forest Druid16 Creature -- Treefolk Druid {T}: Add one mana of any color. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Great Forest Druid16 Creature -- Treefolk Druid {T}: Add one mana of any color. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Great Forest Druid16 Creature -- Treefolk Druid {T}: Add one mana of any color. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Noggle Robber Creature -- Noggle Rogue When this creature enters or dies, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prismabasher Creature -- Elemental Trample Vivid -- When this creature enters, up to X target creatures you control get +X/+X until end of turn, where X is the number of colors among permanents you control. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rimekin Recluse Creature -- Elemental Wizard When this creature enters, return up to one other target creature to its owner's hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sear Instant Sear deals 4 damage to target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shinestriker Creature -- Elemental Flying Vivid -- When this creature enters, draw cards equal to the number of colors among permanents you control. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tweeze Instant Tweeze deals 3 damage to any target. You may discard a card. If you do, draw a card. 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

Chomping Changeling (2)(G) Creature -- Shapeshifter Changeling (This card is every creature type.) When this creature enters, destroy up to one target artifact or enchantment. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cinder Strike (R) Sorcery As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Cinder Strike deals 2 damage to target creature. It deals 4 damage to that creature instead if this spell's additional cost was paid. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cinder Strike (R) Sorcery As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Cinder Strike deals 2 damage to target creature. It deals 4 damage to that creature instead if this spell's additional cost was paid. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rooftop Percher (5) Creature -- Shapeshifter Changeling (This card is every creature type.) Flying When this creature enters, exile up to two target cards from graveyards. You gain 3 life. [sideboard] 3/3 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	Wildvine Pummeler (6)(G) Creature -- Giant Berserker Vivid -- This spell costs {1} less to cast for each color among permanents you control. Reach, trample [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wildvine Pummeler (6)(G) Creature -- Giant Berserker Vivid -- This spell costs {1} less to cast for each color among permanents you control. Reach, trample [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wistfulness (3)(G/U)(G/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.) [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev