

Ashling's Command3UR 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cinder StrikeR 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cinder StrikeR 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cinder StrikeR 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Eclipsed Flamekin1URUR 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 PLAYbotbox.dev	Eclipsed Flamekin1URUR 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 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	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

Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elemental Bard

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4/3

Creature -- Elemental Bard

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3/2

Creature -- Elemental Sorcerer

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3/2

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4/3

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3/2

Creature -- Elemental Sorcerer

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3/2

Flaring Cinder 1 U/R U/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 PLAY botbox.dev	Island Basic Land -- Island ({T}): Add {U} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}): Add {U} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}): Add {U} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Kulrath Zealot 5R Creature -- Elemental Warrior When this creature enters, exile the top card of your library. Until the end of your next turn, you may play that card. Basic landcycling {1}{R} ({1}{R}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kulrath Zealot 5R Creature -- Elemental Warrior When this creature enters, exile the top card of your library. Until the end of your next turn, you may play that card. Basic landcycling {1}{R} ({1}{R}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Mountain Basic Land -- Mountain {T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rimekin Recluse (2)(U) 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	Rimekin Recluse (2)(U) 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	Soul Immolation (3)(R)(R) Sorcery As an additional cost to cast this spell, blight X. X can't be greater than the greatest toughness among creatures you control. (Put X -1/-1 counters on a creature you control.) Soul Immolation deals X damage to each opponent and each creature they control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sunderflock (7)(U)(U) 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 PLAY botbox.dev	Twinflame Travelers (2)(U)(R) Creature -- Elemental Sorcerer Flying If a triggered ability of another Elemental you control triggers, it triggers an additional time. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Twinflame Travelers (2)(U)(R) Creature -- Elemental Sorcerer Flying If a triggered ability of another Elemental you control triggers, it triggers an additional time. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unexpected Assistance (3)(U)(U) Instant Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Draw three cards, then discard a card. 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Explosive Prodigy 1 R 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. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Explosive Prodigy 1 R 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. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Foraging Wickermaw 2 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. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spinnerock Tyrant 3 R R Creature -- Dragon Flying Wither (This deals damage to creatures in the form of -1/-1 counters.) Whenever you cast an instant or sorcery spell with a single target, you may copy it. If you do, those spells gain wither. You may choose new targets for the copy. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tweeze 2 R Instant Tweeze deals 3 damage to any target. You may discard a card. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tweeze 2 R Instant Tweeze deals 3 damage to any target. You may discard a card. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wild Unraveling U U Instant As an additional cost to cast this spell, blight 2 or pay {1}. (To blight 2, put two -1/-1 counters on a creature you control.) Counter target spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev