**Ashling, Rekindled**

Card

- - - OTHER FACE - - -

**Ashling, Rekindled**

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Card

- - - OTHER FACE - - -

**Ashling, Rekindled**

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Blazemire Verge**

Land

{T}: Add {B}.
{T}: Add {R}. Activate only if you control a Swamp or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Blazemire Verge**

Land

{T}: Add {B}.
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**Blazemire Verge**

Land

{T}: Add {B}.
{T}: Add {R}. Activate only if you control a Swamp or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Blood Crypt**

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Blood Crypt**

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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## Blood Crypt

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Bloodthorn Flail (B)

Artifact -- Equipment

Equipped creature gets +2/+1.
Equip--Pay {3} or discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Artifact -- Equipment

Equipped creature gets +2/+1.
Equip--Pay {3} or discard a card.

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## Bloodthorn Flail (B)

Artifact -- Equipment

Equipped creature gets +2/+1.
Equip--Pay {3} or discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Captain Howler, Sea Scourge (2)(U)(R)

Legendary Creature -- Shark Pirate

Ward--{2}, Pay 2 life.
Whenever you discard one or more cards, target creature gets +2/+0 until end of turn for each card discarded this way. Whenever that creature deals combat damage to a player this turn, you draw a card.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Carnage, Crimson Chaos (2)(B)(R)

Legendary Creature -- Symbiote Villain

Trample
When Carnage enters, return target creature card with mana value 3 or less from your graveyard to the battlefield. It gains "This creature attacks each combat if able" and "When this creature deals combat damage to a player, sacrifice it."
Mayhem {B}{R}

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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**Carnage, Crimson Chaos** {2}{B}{R}

Legendary Creature -- Symbiote Villain

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mayhem {B}{R}

**4/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Frostcliff Siege** {1}{U}{R}

Enchantment

As this enchantment enters, choose Jeskai or Temur.
* Jeskai -- Whenever one or more creatures you control deal combat damage to a player, draw a card.
* Temur -- Creatures you control get +1/+0 and have trample and haste.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Frostcliff Siege** {1}{U}{R}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Inti, Seneschal of the Sun** {1}{R}

Legendary Creature -- Human Knight

Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn.
Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Inti, Seneschal of the Sun** {1}{R}

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**2/2**

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**Inti, Seneschal of the Sun** 1R

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**2/2**

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

**Moonshadow** B

Creature -- Elemental

Menace
This creature enters with six -1/-1 counters on it.
Whenever one or more permanent cards are put into your graveyard from anywhere while this creature has a -1/-1 counter on it, remove a -1/-1 counter from this creature.

**7/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Moonshadow** B

Creature -- Elemental

Menace
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**7/7**

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**7/7**

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

## Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Oscorp Industries

Land

This land enters tapped.
When this land enters from a graveyard, you lose 2 life.
{T}: Add {U}, {B}, or {R}.
Mayhem (You may play this card from your graveyard if you discarded it this turn. Timing rules still apply.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Oscorp Industries

Land

This land enters tapped.
When this land enters from a graveyard, you lose 2 life.
{T}: Add {U}, {B}, or {R}.
Mayhem (You may play this card from your graveyard if you discarded it this turn. Timing rules still apply.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Riverpyre Verge

Land

{T}: Add {R}.
{T}: Add {U}. Activate only if you control an Island or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Riverpyre Verge

Land

{T}: Add {R}.
{T}: Add {U}. Activate only if you control an Island or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rocket-Powered Goblin Glider (3)

Artifact -- Equipment

When this Equipment enters, if it was cast from your graveyard, attach it to target creature you control.
Equipped creature gets +2/+0 and has flying and haste.
Equip {2}
Mayhem {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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**Rocket-Powered Goblin Glider** 3

Artifact -- Equipment

When this Equipment enters, if it was cast from your graveyard, attach it to target creature you control. Equipped creature gets +2/+0 and has flying and haste.
Equip {2}
Mayhem {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Rocket-Powered Goblin Glider** 3

Artifact -- Equipment

When this Equipment enters, if it was cast from your graveyard, attach it to target creature you control. Equipped creature gets +2/+0 and has flying and haste.
Equip {2}
Mayhem {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Shadow of the Goblin** 1 R

Enchantment

Unreliable Visions -- At the beginning of your first main phase, discard a card. If you do, draw a card.
Undying Vengeance -- Whenever you play a land or cast a spell from anywhere other than your hand, this enchantment deals 1 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Undying Vengeance -- Whenever you play a land or cast a spell from anywhere other than your hand, this enchantment deals 1 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Spider-Man 2099** U R

Legendary Creature -- Spider Human Hero

From the Future -- You can't cast Spider-Man 2099 during your first, second, or third turns of the game.
Double strike, vigilance
At the beginning of your end step, if you've played a land or cast a spell this turn from anywhere other than your hand, Spider-Man 2099 deals damage equal to his power to any target.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Spider Human Hero

From the Future -- You can't cast Spider-Man 2099 during your first, second, or third turns of the game.
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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl** sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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## Spider-Man 2099 (U)(R)

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Double strike, vigilance
At the beginning of your end step, if you've played a land or cast a spell this turn from anywhere other than your hand, Spider-Man 2099 deals damage equal to his power to any target.

**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Ultimate Green Goblin (1)(B/R)(B/R)

Legendary Creature -- Goblin Villain

At the beginning of your upkeep, discard a card, then create a Treasure token.
Mayhem {2}{B/R} (You may cast this card from your graveyard for {2}{B/R} if you discarded it this turn. Timing rules still apply.)

**5/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Ultimate Green Goblin (1)(B/R)(B/R)

Legendary Creature -- Goblin Villain

At the beginning of your upkeep, discard a card, then create a Treasure token.
Mayhem {2}{B/R} (You may cast this card from your graveyard for {2}{B/R} if you discarded it this turn. Timing rules still apply.)

**5/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Watery Grave

Land -- Island Swamp

({T}: Add {U} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Watery Grave

Land -- Island Swamp

({T}: Add {U} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl** sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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## Watery Grave

Land -- Island Swamp

({T}: Add {U} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wild Ride (R)

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.
Harmonize {4}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Wild Ride (R)

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.
Harmonize {4}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Target creature gets +3/+0 and gains haste until end of turn.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Agatha's Soul Cauldron (2)

Legendary Artifact

You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Legendary Artifact

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Duress (B)

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Duress (B)

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

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## Duress (B)

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

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## Duress (B)

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Pit of Offerings

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Pit of Offerings

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Sleep Magic (U)

Enchantment -- Aura

Enchant creature
When this Aura enters, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.
When enchanted creature is dealt damage, sacrifice this Aura.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Sleep Magic (U)

Enchantment -- Aura

Enchant creature
When this Aura enters, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.
When enchanted creature is dealt damage, sacrifice this Aura.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Spell Pierce (U)

Instant

Counter target noncreature spell unless its controller pays {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Spell Pierce (U)

Instant

Counter target noncreature spell unless its controller pays {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Spell Pierce (U)

Instant

Counter target noncreature spell unless its controller pays {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Unable to Scream (U)

Enchantment -- Aura

Enchant creature
Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.
As long as enchanted creature is face down, it can't be turned face up.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Unable to Scream (U)

Enchantment -- Aura

Enchant creature
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