

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	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	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	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Kona, Rescue Beastie (3)(G) Legendary Creature -- Beast Survivor Survival -- At the beginning of your second main phase, if Kona is tapped, you may put a permanent card from your hand onto the battlefield. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kona, Rescue Beastie (3)(G) Legendary Creature -- Beast Survivor Survival -- At the beginning of your second main phase, if Kona is tapped, you may put a permanent card from your hand onto the battlefield. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kona, Rescue Beastie (3)(G) Legendary Creature -- Beast Survivor Survival -- At the beginning of your second main phase, if Kona is tapped, you may put a permanent card from your hand onto the battlefield. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lost in the Maze (X)(U)(U) Enchantment Flash When this enchantment enters, tap X target creatures. Put a stun counter on each of those creatures you don't control. (If a permanent with a stun counter would become untapped, remove one from it instead.) Tapped creatures you control have hexproof. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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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.

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North Wind Avatar (2)(U)(U)(R)

Creature -- Dragon Spirit Avatar

Flying
When this creature enters, if you cast it, you may put a card you own from outside the game into your hand.

5/5

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When this creature enters, if you cast it, you may put a card you own from outside the game into your hand.

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Creature -- Dragon Spirit Avatar

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When this creature enters, if you cast it, you may put a card you own from outside the game into your hand.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Omniscience (7)(U)(U)(U)

Enchantment

You may cast spells from your hand without paying their mana costs.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment

You may cast spells from your hand without paying their mana costs.

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Omniscience	7UUU
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Omniscience 7 U U U Enchantment You may cast spells from your hand without paying their mana costs. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Pyroclasm 1 R Sorcery Pyroclasm deals 2 damage to each creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> 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 PLAY botbox.dev <td> 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 PLAY botbox.dev </td></td></td>	Pyroclasm 1 R Sorcery Pyroclasm deals 2 damage to each creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> 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 PLAY botbox.dev <td> 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 PLAY botbox.dev </td></td>	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 PLAY botbox.dev <td> 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 PLAY botbox.dev </td>	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 PLAY botbox.dev
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Stormcarved Coast Land This land enters tapped unless you control two or more other lands. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stormcarved Coast Land This land enters tapped unless you control two or more other lands. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Uthros, Titanic Godcore Land -- Planet This land enters tapped. {T}: Add {U}. Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.) 12+ {U}, {T}: Add {U} for each artifact you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Uthros, Titanic Godcore Land -- Planet This land enters tapped. {T}: Add {U}. Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.) 12+ {U}, {T}: Add {U} for each artifact you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Abrade1R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Auroral ProcessionGU Instant Return target card from your graveyard to your hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heritage Reclamation1G Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile up to one target card from a graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heritage Reclamation1G Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile up to one target card from a graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Marang River Regent 4 U U Creature -- Dragon Flying When this creature enters, return up to two other target nonland permanents to their owners' hands. [sideboard] 6/7 ----- ADVENTURE ----- Coil and Catch 3 U Instant -- Omen Draw three cards, then discard a card. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Omni-Changeling 3 U U Creature -- Shapeshifter Changeling (This card is every creature type.) 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.) You may have this creature enter as a copy of any creature on the battlefield, except it has changeling. [sideboard] 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Origin of Metalbending 1 G Instant -- Lesson Choose one -- * Destroy target artifact or enchantment. * Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [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	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 Pierce U Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spider-Sense 1 U Instant Web-slinging {U} (You may cast this spell for {U} if you also return a tapped creature you control to its owner's hand.) Counter target instant spell, sorcery spell, or triggered ability. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terror of the Peaks (3)(R)(R)

Creature -- Dragon

Flying
Spells your opponents cast that target this creature cost an additional 3 life to cast.
Whenever another creature you control enters, this creature deals damage equal to that creature's power to any target.

[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Voice of Victory (1)(W)

Creature -- Human Bard

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.)
Your opponents can't cast spells during your turn.

[sideboard]

1/3

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Creature -- Human Bard

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1/3

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Playtest cards - treyb - Temur Omniscience (ReCQ - Standard - SCG CON Dallas - Friday - 2:

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 10/10 - 3 cards - 2.5 x 3.5 in each