

Ashling, Rekindled Card ----- OTHER FACE ----- Ashling, Rekindled Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ashling, Rekindled Card ----- OTHER FACE ----- Ashling, Rekindled Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ashling, Rekindled Card ----- OTHER FACE ----- Ashling, Rekindled Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ashling, Rekindled Card ----- OTHER FACE ----- Ashling, Rekindled Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

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Island

Basic Land -- Island

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

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Kavaron, Memorial World

Land - - Planet

This land enters tapped.
{T}: Add {R}.
Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.)
12+ | {1}{R}, {T}, Sacrifice a land: Create a 2/2 colorless Robot artifact creature token, then creatures you control get +1/+0 and gain haste until end of turn.

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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

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4 U U

Flying

When this creature enters, return up to two other target nonland permanents to their owners' hands.

6/7

- - - ADVENTURE - - -

③ ④

Instant - - Omen

Draw three cards, then discard a card.
(Then shuffle this card into its
owner's library.)

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Basic Land -- Mountain

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

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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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 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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Playtest cards - Jonii - Temur Omniscience (Standard Challenge 32)

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 5/10 - 8 cards - 2.5 x 3.5 in each

Prismari Charm U R Instant Choose one -- * Surveil 2, then draw a card. * Prismari Charm deals 1 damage to each of one or two targets. * Return target nonland permanent to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prismari Charm U R Instant Choose one -- * Surveil 2, then draw a card. * Prismari Charm deals 1 damage to each of one or two targets. * Return target nonland permanent to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prismari Charm U R Instant Choose one -- * Surveil 2, then draw a card. * Prismari Charm deals 1 damage to each of one or two targets. * Return target nonland permanent to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev
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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 PLAY botbox.dev	Stock Up 2 U Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stock Up 2 U Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stock Up 2 U Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. 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	The Theorist, Jace Beleren 2 U U Legendary Planeswalker -- Jace At the beginning of each opponent's draw step, you draw a card. [+1]: Create a 1/1 blue Illusion creature token. [-2]: For each opponent, return up to one target artifact or creature that player controls to its owner's hand. [-6]: Draw three cards. Then put X +1/+1 counters on each creature you control, where X is the number of cards in your hand. L 3 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

Uthros, Titanic Godcore

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This land enters tapped.

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12+ | {U}, {T}: Add {U} for each artifact you control.

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Winternight Stories 2U

Sorcery

Draw three cards. Then discard two cards unless you discard a creature card.

Harmonize {4}{U} (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.)

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Winternight Stories (2)(U)

Sorcery

Draw three cards. Then discard two cards unless you discard a creature card.

Harmonize {4}{U} (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.)

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Detect Intrusion

(card data unavailable)

[sideboard]

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Detect Intrusion

(card data unavailable)

[sidebar]

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Dracogenesis (6)(R)(R)

Enchantment

You may cast Dragon spells without paying their mana costs.

[sideboard]

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Heritage Reclamation ①⑥

Instant

Choose one --

- * Destroy target artifact.
- * Destroy target enchantment.
- * Exile up to one target card from a graveyard. Draw a card.

[sideboard]

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Heritage Reclamation 1G 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 PLAY botbox.dev	Ill-Timed Explosion 2UR Sorcery Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Into the Flood Maw U Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marang River Regent 4UU 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 3U 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
North Wind Avatar 2UUUR 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. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Omni-Changeling 3UUU 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	Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Terror of the Peaks 3RR 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 botbox.dev

The Theorist, Jace Beleren 2UU Legendary Planeswalker -- Jace At the beginning of each opponent's draw step, you draw a card. [+1]: Create a 1/1 blue Illusion creature token. [-2]: For each opponent, return up to one target artifact or creature that player controls to its owner's hand. [-6]: Draw three cards. Then put X +1/+1 counters on each creature you control, where X is the number of cards in your hand. [sideboard] L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Voice of Victory 1W 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Voice of Victory 1W 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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