Ashling, Rekindled

Card

- - - OTHER FACE - - -

Ashling, Rekindled

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brazen Bluff {R}{R}

Instant

Choose target noncreature spell an opponent controls. That player may exile it. If they don't, you may cast a noncreature spell from your hand without paying its mana cost.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brazen Bluff {R}{R}

Instant

Choose target noncreature spell an opponent controls. That player may exile it. If they don't, you may cast a noncreature spell from your hand without paying its mana cost.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Craterclaw Colossus {4}{R}{R}{R}

Artifact Creature -- Beast Construct

Haste
When this creature enters, creatures you control gain trample and get +X/+0 until end of turn, where X is the number of artifacts you control.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact Creature -- Beast Construct

Haste
When this creature enters, creatures you control gain trample and get +X/+0 until end of turn, where X is the number of artifacts you control.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Curse-Marred Demon {2}{R}{R}

Creature -- Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Daretti, Rocketeer Engineer 4R

Legendary Creature -- Goblin Artificer

Daretti's power is equal to the greatest mana value among artifacts you control.
Whenever Daretti enters or attacks, choose target artifact card in your graveyard. You may sacrifice an artifact. If you do, return the chosen card to the battlefield.

*/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deep Space 9 9

Legendary Artifact -- Spacecraft

When Deep Space 9 enters and at the beginning of your upkeep, exile the top four cards of your library. Put all permanent cards exiled this way onto the battlefield.
Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery.)
9+ | Creatures you control get +3/+3.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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9+ | Creatures you control get +3/+3.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fear of Missing Out 1R

Enchantment Creature -- Nightmare

When this creature enters, discard a card, then draw a card.
Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Joshua, Phoenix's Dominant 1RW

Legendary Creature -- Human Noble Wizard

When Joshua enters, discard up to two cards, then draw that many cards.
{3}{R}{W}, {T}: Exile Joshua, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery.

3/4

- - - BACK FACE - - -

Phoenix, Warden of Fire

Legendary Enchantment Creature -- Saga Phoenix

(As this Saga enters and after your draw step, add a lore counter.)
I, II -- Rising Flames -- Phoenix deals 2 damage to each opponent.
III -- Flames of Rebirth -- Return any number of target creature cards with total mana value 6 or less from your graveyard to the battlefield. Exile Phoenix, then return it to the battlefield (front face up).
Flying, lifelink

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ramagics - Standard (Standard Challenge 32) sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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.

Joshua, Phoenix's Dominant {1}{R}{W}

Legendary Creature -- Human Noble Wizard

When Joshua enters, discard up to two cards, then draw that many cards.
{3}{R}{W}, {T}: Exile Joshua, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery.

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Flying, lifelink

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Krang, Utrom Warlord {9}

Legendary Artifact Creature -- Utrom Robot

Flying, trample, indestructible, haste
Other artifact creatures you control have flying, trample, indestructible, and haste.

9/9

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Other artifact creatures you control have flying, trample, indestructible, and haste.

9/9

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Melded Moxite {1}{R}

Artifact

When this artifact enters, you may discard a card. If you do, draw two cards.
{3}, Sacrifice this artifact: Create a tapped 2/2 colorless Robot artifact creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Melded Moxite {1}{R}

Artifact

When this artifact enters, you may discard a card. If you do, draw two cards.
{3}, Sacrifice this artifact: Create a tapped 2/2 colorless Robot artifact creature token.

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When this artifact enters, you may discard a card. If you do, draw two cards.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

When this artifact enters, you may discard a card. If you do, draw two cards.
{3}, Sacrifice this artifact: Create a tapped 2/2 colorless Robot artifact creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ramagics - Standard (Standard Challenge 32) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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.

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nexus of Becoming {6}

Artifact

At the beginning of combat on your turn, draw a card. Then you may exile an artifact or creature card from your hand. If you do, create a token that's a copy of the exiled card, except it's a 3/3 Golem artifact creature in addition to its other types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nexus of Becoming {6}

Artifact

At the beginning of combat on your turn, draw a card. Then you may exile an artifact or creature card from your hand. If you do, create a token that's a copy of the exiled card, except it's a 3/3 Golem artifact creature in addition to its other types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pinnacle Starcage {1}{W}{W}

Artifact

When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield.
{6}{W}{W}: Put each card exiled with this artifact into its owner's graveyard, then create a 2/2 colorless Robot artifact creature token for each card put into a graveyard this way. Sacrifice this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sacred Foundry

Land -- Mountain Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sacred Foundry

Land -- Mountain Plains

({T}: Add {R} or {W}.)
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 - Ramagics - Standard (Standard Challenge 32) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

Sacred Foundry

Land -- Mountain Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sacred Foundry

Land -- Mountain Plains

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

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

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.

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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

Sunbillow Verge

Land

{T}: Add {W}.
{T}: Add {R}. Activate only if you control a Mountain or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunbillow Verge

Land

{T}: Add {W}.
{T}: Add {R}. Activate only if you control a Mountain or a Plains.

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{T}: Add {W}.
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{T}: Add {W}.
{T}: Add {R}. Activate only if you control a Mountain or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tannuk, Steadfast Second (2)(R)(R)

Legendary Creature -- Kavu Pilot

Other creatures you control have haste.
Artifact cards and red creature cards in your hand have warp {2}{R}. (You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Kavu Pilot

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Artifact cards and red creature cards in your hand have warp {2}{R}. (You may cast a card from your hand for its warp cost. Exile that permanent at the beginning of the next end step, then you may cast it from exile on a later turn.)

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Echoverse Fulcrum (2)

Legendary Artifact

When The Echoverse Fulcrum enters, draw a card, then discard a card.
{5}, {T}, Exile The Echoverse Fulcrum: Destroy all creatures. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trumpeting Carnosaur (4)(R)(R)

Creature -- Dinosaur

Trample
When this creature enters, discover 5.
{2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.

7/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trumpeting Carnosaur (4)(R)(R)

Creature -- Dinosaur

Trample
When this creature enters, discover 5.
{2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.

7/6

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Trumpeting Carnosaur (4)(R)(R)

Creature -- Dinosaur

Trample
When this creature enters, discover 5.
{2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.

7/6

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Tune Up 3W

Sorcery

Return target artifact card from your graveyard to the battlefield. If it's a Vehicle, it becomes an artifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Return target artifact card from your graveyard to the battlefield. If it's a Vehicle, it becomes an artifact creature.

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Return target artifact card from your graveyard to the battlefield. If it's a Vehicle, it becomes an artifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Authority of the Consuls W

Enchantment

Creatures your opponents control enter tapped.
Whenever a creature an opponent controls enters, you gain 1 life.

[sideboard]

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Creatures your opponents control enter tapped.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clarion Conqueror 2W

Creature -- Dragon

Flying
Activated abilities of artifacts, creatures, and planeswalkers can't be activated.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clarion Conqueror 2W

Creature -- Dragon

Flying
Activated abilities of artifacts, creatures, and planeswalkers can't be activated.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ramagics - Standard (Standard Challenge 32) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Curious Farm Animals {W}

Creature -- Boar Elk Bird Ox

When this creature dies, you gain 3 life.
{2}, Sacrifice this creature: Destroy up to one target artifact or enchantment.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Curious Farm Animals {W}

Creature -- Boar Elk Bird Ox

When this creature dies, you gain 3 life.
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[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Day of Judgment {2}{W}{W}

Sorcery

Destroy all creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pinnacle Starcage {1}{W}{W}

Artifact

When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield.
{6}{W}{W}: Put each card exiled with this artifact into its owner's graveyard, then create a 2/2 colorless Robot artifact creature token for each card put into a graveyard this way. Sacrifice this artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Ooze {2}

Legendary Artifact

Whenever a creature you control with a +1/+1 counter on it leaves the battlefield, create a Mutagen token for each +1/+1 counter on it. (A Mutagen token is an artifact with "{1}, {T}, Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.")
{T}: Exile target card from a graveyard. Create a Mutagen token.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Artifact

Whenever a creature you control with a +1/+1 counter on it leaves the battlefield, create a Mutagen token for each +1/+1 counter on it. (A Mutagen token is an artifact with "{1}, {T}, Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.")
{T}: Exile target card from a graveyard. Create a Mutagen token.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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[sideboard]

1/3

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[sideboard]

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[sideboard]

1/3

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