Ashling, Rekindled {1}{R}

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

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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

Bounce Off {U}

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Return target creature or Vehicle to its owner's hand.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Dick, Dallas - Standard ($uper $unday RCQ - Standard - SCG CON Milwaukee sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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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

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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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Catharsis {4}{R/W}{R/W}

Creature -- Elemental Incarnation

When this creature enters, if {W}{W} was spent to cast it, create two 1/1 green and white Kithkin creature tokens.
When this creature enters, if {R}{R} was spent to cast it, creatures you control get +1/+1 and gain haste until end of turn.
Evoke {R/W}{R/W} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

3/4

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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Playtest cards - Dick, Dallas - Standard ($uper $unday RCQ - Standard - SCG CON Milwaukee sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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Cori Mountain Monastery

Land

This land enters tapped unless you control a Plains or an Island.
{T}: Add {R}.
{3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deceit {4}{U/B}{U/B}

Creature -- Elemental Incarnation

When this creature enters, if {U}{U} was spent to cast it, return up to one other target nonland permanent to its owner's hand.
When this creature enters, if {B}{B} was spent to cast it, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.
Evoke {U/B}{U/B}

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Evoke {U/B}{U/B}

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eclipsed Realms

Land

As this land enters, choose Elemental, Elf, Faerie, Giant, Goblin, Kithkin, Merfolk, or Treefolk.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a spell of the chosen type or activate an ability of a source of the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flamebraider {1}{R}

Creature -- Elemental Bard

{T}: Add two mana in any combination of colors. Spend this mana only to cast Elemental spells or activate abilities of Elemental sources.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flamebraider {1}{R}

Creature -- Elemental Bard

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Flamebraider 1R

Creature -- Elemental Bard

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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

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Roaming Throne 4

Artifact Creature -- Golem

Ward {2}
As this creature enters, choose a creature type.
This creature is the chosen type in addition to its other types.
If a triggered ability of another creature you control of the chosen type triggers, it triggers an additional time.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Secluded Courtyard

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 or activate an ability of a creature source of the chosen type.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spirebluff Canal

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {U} or {R}.

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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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

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({T}: Add {U} or {R}.)
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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)

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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

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5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thundering Falls

Land -- Island Mountain

({T}: Add {U} or {R}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vibrance {3}{R/G}{R/G}

Creature -- Elemental Incarnation

When this creature enters, if {R}{R} was spent to cast it, this creature deals 3 damage to any target.
When this creature enters, if {G}{G} was spent to cast it, search your library for a land card, reveal it, put it into your hand, then shuffle.
You gain 2 life.
Evoke {R/G}{R/G}

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Wistfulness {3}{G/U}{G/U}

Creature -- Elemental Incarnation

When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls.
When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card.
Evoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Elemental Incarnation

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Evoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deceit {4}{U/B}{U/B}

Creature -- Elemental Incarnation

When this creature enters, if {U}{U} was spent to cast it, return up to one other target nonland permanent to its owner's hand.
When this creature enters, if {B}{B} was spent to cast it, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.
Evoke {U/B}{U/B}

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disdainful Stroke {1}{U}

Instant

Counter target spell with mana value 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disdainful Stroke {1}{U}

Instant

Counter target spell with mana value 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eirdu, Carrier of Dawn {3}{W}{W}

Legendary Creature -- Elemental God

Flying, lifelink
Creature spells you cast have convoke. (Your creatures can help cast those spells. Each creature you tap while casting a creature spell pays for {1} or one mana of that creature's color.)
At the beginning of your first main phase, you may pay {B}. If you do, transform Eirdu.

[sideboard]

5/5

- - - BACK FACE - - -

Isilu, Carrier of Twilight

Legendary Creature -- Elemental God

Flying, lifelink
Each other nontoken creature you control has persist. (When it dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)
At the beginning of your first main phase, you may pay {W}. If you do, transform Isilu.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flashfreeze {1}{U}

Instant

Counter target red or green spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flashfreeze {1}{U}

Instant

Counter target red or green spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sear {1}{R}

Instant

Sear deals 4 damage to target creature or planeswalker.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcerous Spyglass {2}

Artifact

As this artifact enters, look at an opponent's hand, then choose any card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcerous Spyglass {2}

Artifact

As this artifact enters, look at an opponent's hand, then choose any card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

[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

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 Snare {U}

Instant

Counter target spell with mana value 2.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Spell Snare {U}

Instant

Counter target spell with mana value 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

Ygra, Eater of All {3}{B}{G}

Legendary Creature -- Elemental Cat

Ward--Sacrifice a Food.
Other creatures are Food artifacts in addition to their other types and have "{2}, {T}, Sacrifice this permanent: You gain 3 life."
Whenever a Food is put into a graveyard from the battlefield, put two +1/+1 counters on Ygra.

[sideboard]

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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.