Armament Dragon {3}{W}{B}{G}

Creature -- Dragon

Flying
When this creature enters, distribute three +1/+1 counters among one, two, or three target creatures you control.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Betor, Kin to All {2}{W}{B}{G}

Legendary Creature -- Spirit Dragon

Flying
At the beginning of your end step, if creatures you control have total toughness 10 or greater, draw a card. Then if creatures you control have total toughness 20 or greater, untap each creature you control. Then if creatures you control have total toughness 40 or greater, each opponent loses half their life, rounded up.

5/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloomvine Regent {3}{G}{G}

Creature -- Dragon

Flying
Whenever this creature or another Dragon you control enters, you gain 3 life.

4/5

- - - ADVENTURE - - -

Claim Territory {2}{G}

Sorcery -- Omen

Search your library for up to two basic Forest cards, reveal them, put one onto the battlefield tapped and the other into your hand, then shuffle. (Also shuffle this card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Breaching Dragonstorm {4}{R}

Enchantment

When this enchantment enters, exile cards from the top of your library until you exile a nonland card. You may cast it without paying its mana cost if that spell's mana value is 8 or less. If you don't, put that card into your hand.
When a Dragon you control enters, return this enchantment 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

Call the Spirit Dragons {W}{U}{B}{R}{G}

Enchantment

Dragons you control have indestructible.
At the beginning of your upkeep, for each color, put a +1/+1 counter on a Dragon you control of that color. If you put +1/+1 counters on five Dragons this way, you win the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Command Bridge

Land

This land enters tapped.
When this land enters, sacrifice it unless you tap an untapped permanent you control.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Corroding Dragonstorm {1}{B}

Enchantment

When this enchantment enters, each opponent loses 2 life and you gain 2 life. Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)
When a Dragon you control enters, return this enchantment to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Crystal Quarry

Land

{T}: Add {C}.
{5}, {T}: Add {W}{U}{B}{R}{G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darigaaz Reincarnated {4}{B}{R}{G}

Legendary Creature -- Dragon

Flying, trample, haste
If Darigaaz would die, instead exile it with three egg counters on it.
At the beginning of your upkeep, if this card is exiled with an egg counter on it, remove an egg counter from it. Then if this card has no egg counters on it, return it to the battlefield.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disruptive Stormbrood {4}{G}

Creature -- Dragon

Flying
When this creature enters, destroy up to one target artifact or enchantment.

3/3

- - - ADVENTURE - - -

Petty Revenge {1}{B}

Sorcery -- Omen

Destroy target creature with power 3 or less. (Then shuffle this card into its owner's library.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dracogenesis {6}{R}{R}

Enchantment

You may cast Dragon spells without paying their mana costs.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragonbroods' Relic {1}{G}

Artifact

{T}, Tap an untapped creature you control: Add one mana of any color.
{3}{W}{U}{B}{R}{G}, Sacrifice this artifact: Create a 4/4 Dragon creature token named Reliquary Dragon that's all colors. It has flying, lifelink, and "When this token enters, it deals 3 damage to any target." Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragonclaw Strike {2/G}{2/U}{2/R}

Sorcery

Double the power and toughness of target creature you control until end of turn. Then it fights up to one target creature an opponent controls. (Each deals damage equal to its power to the other.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragonologist {2}{U}

Creature -- Human Wizard

When this creature enters, look at the top six cards of your library. You may reveal an instant, sorcery, or Dragon card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.
Untapped Dragons you control have hexproof.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragon's Disciple {1}{W}

Creature -- Human Monk

As this creature enters, you may reveal a Dragon card from your hand. If you do or if you control a Dragon, this creature enters with a +1/+1 counter on it.
Dragons you control have ward {1}. (Whenever a Dragon you control becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Dragon's Fire {1}{R}

Instant

As an additional cost to cast this spell, you may reveal a Dragon card from your hand or choose a Dragon you control.
Dragon's Fire deals 3 damage to target creature or planeswalker. If you revealed a Dragon card or chose a Dragon as you cast this spell, Dragon's Fire deals damage equal to the power of that card or creature instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragonstorm Globe {3}

Artifact

Each Dragon you control enters with an additional +1/+1 counter on it.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drakuseth, Maw of Flames {4}{R}{R}{R}

Legendary Creature -- Dragon

Flying
Whenever Drakuseth attacks, Drakuseth deals 4 damage to any target and 3 damage to each of up to two other targets.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Embermouth Sentinel {2}

Artifact Creature -- Chimera

When this creature enters, you may search your library for a basic land card, reveal it, then shuffle and put that card on top. If you control a Dragon, put that card onto the battlefield tapped instead.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Encroaching Dragonstorm {3}{G}

Enchantment

When this enchantment enters, search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle.
When a Dragon you control enters, return this enchantment to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Firespitter Whelp {2}{R}

Creature -- Dragon

Flying
Whenever you cast a noncreature or Dragon spell, this creature deals 1 damage to each opponent.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Godless Shrine

Land -- Plains Swamp

({T}: Add {W} 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

Haunted Screen (3)

Artifact

{T}: Add {W} or {B}.
{T}, Pay 1 life: Add {G}, {U}, or {R}.
{7}: Put seven +1/+1 counters on this artifact. It becomes a 0/0 Spirit creature in addition to its other types. Activate only once.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Herd Heirloom (1)(G)

Artifact

{T}: Add one mana of any color. Spend this mana only to cast a creature spell.
{T}: Until end of turn, target creature you control with power 4 or greater gains trample and "Whenever this creature deals combat damage to a player, draw a card."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hollowmurk Siege (B)(G)

Enchantment

As this enchantment enters, choose Sultai or Abzan.
* Sultai -- Whenever a counter is put on a creature you control, draw a card. This ability triggers only once each turn.
* Abzan -- Whenever you attack, put a +1/+1 counter on target attacking creature. It gains menace until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Iridescent Tiger (4)(R)

Creature -- Cat

When this creature enters, if you cast it, add {W}{U}{B}{R}{G}.

3/4

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

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Jeskai Devotee {1}{R}

Creature -- Orc Monk

Flurry -- Whenever you cast your second spell each turn, this creature gets +1/+1 until end of turn.
{1}: Add {U}, {R}, or {W}. Activate only once each turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jeskai Shrinekeeper {2}{U}{R}{W}

Creature -- Dragon

Flying, haste
Whenever this creature deals combat damage to a player, you gain 1 life and draw a card.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karakyk Guardian {3}{G}{U}{R}

Creature -- Dragon

Flying, vigilance, trample
This creature has hexproof as long as it hasn't dealt damage yet. (It can't be the target of spells or abilities your opponents control.)

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kin-Tree Severance {2/W}{2/B}{2/G}

Instant

Exile target permanent with mana value 3 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Labyrinth of Skophos

Land

{T}: Add {C}.
{4}, {T}: Remove target attacking or blocking creature from combat.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of Mutation {2}{G}{G}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
You may pay {W}{U}{B}{R}{G} rather than pay the mana cost for spells you cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lie in Wait {B}{G}{U}

Sorcery

Return target creature card from your graveyard to your hand. Lie in Wait deals damage equal to that card's power to target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lumbering Falls

Land

This land enters tapped.
{T}: Add {G} or {U}.
{2}{G}{U}: Until end of turn, this land becomes a 3/3 green and blue Elemental creature with hexproof. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Maelstrom of the Spirit Dragon

Land

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a Dragon spell or an Omen spell.
{4}, {T}, Sacrifice this land: Search your library for a Dragon card, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magmatic Hellkite 2RR

Creature -- Dragon

Flying
When this creature enters, destroy target nonbasic land an opponent controls. Its controller searches their library for a basic land card, puts it onto the battlefield tapped with a stun counter on it, then shuffles. (If a permanent with a stun counter would become untapped, remove one from it instead.)

4/5

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.

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

Mardu Devotee W

Creature -- Human Scout

When this creature enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)
{1}: Add {R}, {W}, or {B}. Activate only once each turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Minion of the Mighty R

Creature -- Kobold

Menace
Pack tactics -- Whenever this creature attacks, if you attacked with creatures with total power 6 or greater this combat, you may put a Dragon creature card from your hand onto the battlefield tapped and attacking.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Molten Exhale 1R

Sorcery

You may cast this spell as though it had flash if you behold a Dragon as an additional cost to cast it. (To behold a Dragon, choose a Dragon you control or reveal a Dragon card from your hand.)
Molten Exhale deals 4 damage to target creature or planeswalker.

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

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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

Mox Jasper {0}

Legendary Artifact

{T}: Add one mana of any color. Activate only if you control a Dragon.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mystic Monastery

Land

This land enters tapped.
{T}: Add {U}, {R}, or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Neriv, Heart of the Storm {1}{R}{W}{B}

Legendary Creature -- Spirit Dragon

Flying
If a creature you control that entered this turn would deal damage, it deals twice that much damage instead.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ojutai, Soul of Winter {5}{W}{U}

Legendary Creature -- Dragon

Flying, vigilance
Whenever a Dragon you control attacks, tap target nonland permanent an opponent controls. That permanent doesn't untap during its controller's next untap step.

5/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Opportunistic Dragon {2}{R}{R}

Creature -- Dragon

Flying
When this creature enters, choose target Human or artifact an opponent controls. For as long as this creature remains on the battlefield, gain control of that permanent, it loses all abilities, and it can't attack or block.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Opulent Palace

Land

This land enters tapped.
{T}: Add {B}, {G}, or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Orb of Dragonkind {1}{R}

Artifact

{1}, {T}: Add two mana in any combination of colors. Spend this mana only to cast Dragon spells or activate abilities of Dragons.
{R}, {T}, Sacrifice this artifact: Look at the top seven cards of your library. You may reveal a Dragon card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Patchwork Banner {3}

Artifact

As this artifact enters, choose a creature type.
Creatures you control of the chosen type get +1/+1.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Radiant Destiny {2}{W}

Enchantment

Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)
As this enchantment enters, choose a creature type.
Creatures you control of the chosen type get +1/+1. As long as you have the city's blessing, they also have vigilance.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rapacious Dragon {4}{R}

Creature -- Dragon

Flying
When this creature enters, create two Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.")

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rediscover the Way {U}{R}{W}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II -- Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.
III -- Whenever you cast a noncreature spell this turn, target creature you control gains double strike until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Return of the Wildspeaker {4}{G}

Instant

Choose one --
* Draw cards equal to the greatest power among non-Human creatures you control.
* Non-Human creatures you control get +3/+3 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rite of the Dragoncaller {4}{R}{R}

Enchantment

Whenever you cast an instant or sorcery spell, create a 5/5 red Dragon creature token with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Riverwheel Sweep {2/U}{2/R}{2/W}

Sorcery

Tap target creature. Put three stun counters on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)
Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Roamer's Routine {2}{G}

Sorcery

Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
Harmonize {4}{G} (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

Roiling Dragonstorm {1}{U}

Enchantment

When this enchantment enters, draw two cards, then discard a card.
When a Dragon you control enters, return this enchantment to its owner's hand.

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

Sandsteppe Citadel

Land

This land enters tapped.
{T}: Add {W}, {B}, or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sarkhan, Dragon Ascendant {1}{R}

Legendary Creature -- Human Druid

When Sarkhan enters, you may behold a Dragon. If you do, create a Treasure token. (To behold a Dragon, choose a Dragon you control or reveal a Dragon card from your hand.)
Whenever a Dragon you control enters, put a +1/+1 counter on Sarkhan. Until end of turn, Sarkhan becomes a Dragon in addition to his other types and gains flying.

2/2

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Scavenger Regent {3}{B}

Creature -- Dragon

Flying
Ward--Discard a card.

4/4

- - - ADVENTURE - - -

Exude Toxin {X}{B}{B}

Sorcery -- Omen

Each non-Dragon creature gets -X/-X until end of turn. (Then shuffle this card into its owner's library.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shiko, Paragon of the Way {2}{U}{R}{W}

Legendary Creature -- Spirit Dragon

Flying, vigilance
When Shiko enters, exile target nonland card with mana value 3 or less from your graveyard. Copy it, then you may cast the copy without paying its mana cost. (A copy of a permanent spell becomes a token.)

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sonic Shrieker {2}{R}{W}{B}

Creature -- Dragon

Flying
When this creature enters, it deals 2 damage to any target and you gain 2 life. If a player is dealt damage this way, they discard a card.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Staggering Insight {W}{U}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 and has lifelink and "Whenever this creature deals combat damage to a player, draw a card."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sultai Devotee {1}{G}

Creature -- Zombie Snake Druid

Deathtouch
{1}: Add {B}, {G}, or {U}. Activate only once each turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunset Strikemaster {1}{R}

Creature -- Human Monk

{T}: Add {R}.
{2}{R}, {T}, Sacrifice this creature: It deals 6 damage to target creature with flying.

3/1

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

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Swiftwater Cliffs

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Abandon

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Deceit

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Enlightenment

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Malady

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Plenty

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Silence

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of the Dragon Queen

Land

As this land enters, you may reveal a Dragon card from your hand. This land enters tapped unless you revealed a Dragon card this way or you control a Dragon.
As this land enters, choose a color.
{T}: Add one mana of the chosen color.

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Temur Battlecrier {G}{U}{R}

Creature -- Orc Ranger

During your turn, spells you cast cost {1} less to cast for each creature you control with power 4 or greater.

4/3

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Terror of Mount Velus {5}{R}{R}

Creature -- Dragon

Flying
Double strike (This creature deals both first-strike and regular combat damage.)
When this creature enters, creatures you control gain double strike until end of turn.

5/5

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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.

5/4

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The Dragon-Kami Reborn {2}{G}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter.)
I, II -- You gain 2 life. Look at the top three cards of your library. Exile one of them face down with a hatching counter on it, then put the rest on the bottom of your library in any order.
III -- Exile this Saga, then return it to the battlefield transformed under your control.

- - - BACK FACE - - -

Dragon-Kami's Egg

Enchantment Creature -- Egg

Whenever this creature or a Dragon you control dies, you may cast a creature spell from among cards you own in exile with hatching counters on them without paying its mana cost.

0/1

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The Ur-Dragon {4}{W}{U}{B}{R}{G}

Legendary Creature -- Dragon Avatar

Eminence -- As long as The Ur-Dragon is in the command zone or on the battlefield, other Dragon spells you cast cost {1} less to cast.
Flying
Whenever one or more Dragons you control attack, draw that many cards, then you may put a permanent card from your hand onto the battlefield.

10/10

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Uncharted Haven

Land

This land enters tapped. As it enters, choose a color.
{T}: Add one mana of the chosen color.

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Ureni, the Song Unending {5}{G}{U}{R}

Legendary Creature -- Spirit Dragon

Flying, protection from white and from black
When Ureni enters, it deals X damage divided as you choose among any number of target creatures and/or planeswalkers your opponents control, where X is the number of lands you control.

10/10

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Valgavoth's Lair

Enchantment Land

Hexproof
This land enters tapped. As it enters, choose a color.
{T}: Add one mana of the chosen color.

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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.

Warden of Evos Isle {2}{U}

Creature -- Bird Wizard

Flying
Creature spells with flying you cast cost {1} less to cast.

2/2

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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.

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Whirlwing Stormbrood {4}{U}

Creature -- Dragon

Flash
Flying
You may cast sorcery spells and Dragon spells as though they had flash.

4/3

- - - ADVENTURE - - -

Dynamic Soar {2}{G}

Sorcery -- Omen

Put three +1/+1 counters on target creature you control. (Then shuffle this card into its owner's library.)

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Zero Point Ballad {X}{B}

Sorcery

Destroy all creatures with toughness X or less. You lose X life. If X is 6 or more, return a creature card put into a graveyard this way to the battlefield under your control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - beqln - Duel Commander (Open QUalifier : PICARDIE Amiens 18/04) sheet 13/13 - 4 cards - 2.5 x 3.5 in each

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