Arena of Glory

Land

This land enters tapped unless you control a Mountain.
{T}: Add {R}.
{R}, {T}, Exert this land: Add {R}{R}. If any of that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Crypt

Land -- Swamp Mountain

({T}: Add {B} 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

Blood Crypt

Land -- Swamp Mountain

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

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Blood Crypt

Land -- Swamp Mountain

({T}: Add {B} 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

Bloodstained Mire

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.

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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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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

Dragonlord Kolaghan {4}{B}{R}

Legendary Creature -- Elder Dragon

Flying, haste
Other creatures you control have haste.
Whenever an opponent casts a creature or planeswalker spell with the same name as a card in their graveyard, that player loses 10 life.

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragonlord Kolaghan {4}{B}{R}

Legendary Creature -- Elder Dragon

Flying, haste
Other creatures you control have haste.
Whenever an opponent casts a creature or planeswalker spell with the same name as a card in their graveyard, that player loses 10 life.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragon Tempest {1}{R}

Enchantment

Whenever a creature you control with flying enters, it gains haste until end of turn.
Whenever a Dragon you control enters, it deals X damage to any target, where X is the number of Dragons you control.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heartless Summoning {1}{B}

Enchantment

Creature spells you cast cost {2} less to cast.
Creatures you control get -1/-1.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Insult {2}{R}

Sorcery

Damage can't be prevented this turn.
If a source you control would deal damage this turn, it deals double that damage instead.

- - - AFTERMATH HALF - - -

Injury {2}{R}

Sorcery

Aftermath (Cast this spell only from your graveyard. Then exile it.)
Injury deals 2 damage to target creature and 2 damage to target player or planeswalker.

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Invasion of Tarkir (1)(R)

Battle -- Siege

(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)
When this Siege enters, reveal any number of Dragon cards from your hand. When you do, this Siege deals X plus 2 damage to any other target, where X is the number of cards revealed this way. (X can be 0.)

D 5

- - - BACK FACE - - -

Defiant Thundermaw

Creature -- Dragon

Flying, trample
Whenever a Dragon you control attacks, it deals 2 damage to any target.

4/4

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lathliss, Dragon Queen (4)(R)(R)

Legendary Creature -- Dragon

Flying
Whenever another nontoken Dragon you control enters, create a 5/5 red Dragon creature token with flying.
{1}{R}: Dragons you control get +1/+0 until end of turn.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lathliss, Dragon Queen (4)(R)(R)

Legendary Creature -- Dragon

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Legendary Creature -- Dragon

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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Magmatic Hellkite {2}{R}{R}

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

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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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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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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scourge of Valkas {2}{R}{R}{R}

Creature -- Dragon

Flying
Whenever this creature or another Dragon you control enters, it deals X damage to any target, where X is the number of Dragons you control.
{R}: This creature gets +1/+0 until end of turn.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Scourge of Valkas (2)(R)(R)(R)

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terminate (B)(R)

Instant

Destroy target creature. It can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Terminate (B)(R)

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Destroy target creature. It can't be regenerated.

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.

5/4

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Thunderbreak Regent {2}{R}{R}

Creature -- Dragon

Flying
Whenever a Dragon you control becomes the target of a spell or ability an opponent controls, this creature deals 3 damage to that player.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thunderbreak Regent {2}{R}{R}

Creature -- Dragon

Flying
Whenever a Dragon you control becomes the target of a spell or ability an opponent controls, this creature deals 3 damage to that player.

4/4

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Creature -- Dragon

Flying
Whenever a Dragon you control becomes the target of a spell or ability an opponent controls, this creature deals 3 damage to that player.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Archwing Dragon {2}{R}{R}

Creature -- Dragon

Flying, haste
At the beginning of the end step, return this creature to its owner's hand.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Great Train Heist {R}

Instant

Spree (Choose one or more additional costs.)
+ {2}{R} -- Untap all creatures you control. If it's your combat phase, there is an additional combat phase after this phase.
+ {2} -- Creatures you control get +1/+0 and gain first strike until end of turn.
+ {R} -- Choose target opponent. Whenever a creature you control deals combat damage to that player this turn, create a tapped Treasure token.

[sideboard]

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Obsidian Charmaw {3}{R}{R}

Creature -- Dragon

This spell costs {1} less to cast for each land your opponents control that could produce {C}.
Flying
When this creature enters, destroy target nonbasic land an opponent controls.

[sideboard]

4/4

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Flying
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[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Patriarch's Bidding {3}{B}{B}

Sorcery

Each player chooses a creature type. Each player returns all creature cards of a type chosen this way from their graveyard to the battlefield.

[sideboard]

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Sorcery

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rakdos Charm {B}{R}

Instant

Choose one --
* Exile target player's graveyard.
* Destroy target artifact.
* Each creature deals 1 damage to its controller.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Untimely Malfunction {1}{R}

Instant

Choose one --
* Destroy target artifact.
* Change the target of target spell or ability with a single target.
* One or two target creatures can't block this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Waves of Aggression {3}{R/W}{R/W}

Sorcery

Untap all creatures that attacked this turn. After this main phase, there is an additional combat phase followed by an additional main phase.
Retrace (You may cast this card from your graveyard by discarding a land card in addition to paying its other costs.)

[sideboard]

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