

Burst Lightning

®

Instant

Kicker {4} (You may pay an additional {4} as you cast this spell.)
Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

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Dragonhawk, Fate's Tempest (3)(R)(R) Legendary Creature -- Bird Dragon Flying Whenever Dragonhawk enters or attacks, exile the top X cards of your library, where X is the number of creatures you control with power 4 or greater. You may play those cards until your next end step. At the beginning of your next end step, Dragonhawk deals 2 damage to each opponent for each of those cards that are still exiled. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonhawk, Fate's Tempest (3)(R)(R) Legendary Creature -- Bird Dragon Flying Whenever Dragonhawk enters or attacks, exile the top X cards of your library, where X is the number of creatures you control with power 4 or greater. You may play those cards until your next end step. At the beginning of your next end step, Dragonhawk deals 2 damage to each opponent for each of those cards that are still exiled. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonhawk, Fate's Tempest (3)(R)(R) Legendary Creature -- Bird Dragon Flying Whenever Dragonhawk enters or attacks, exile the top X cards of your library, where X is the number of creatures you control with power 4 or greater. You may play those cards until your next end step. At the beginning of your next end step, Dragonhawk deals 2 damage to each opponent for each of those cards that are still exiled. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonhawk, Fate's Tempest (3)(R)(R) Legendary Creature -- Bird Dragon Flying Whenever Dragonhawk enters or attacks, exile the top X cards of your library, where X is the number of creatures you control with power 4 or greater. You may play those cards until your next end step. At the beginning of your next end step, Dragonhawk deals 2 damage to each opponent for each of those cards that are still exiled. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Resendez, Festus - Standard (ReCQ - Standard - SCG CON Denver - Friday -

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 2/9 - 8 cards - 2.5 x 3.5 in each

Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Strike1R Instant Lightning Strike deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Strike1R Instant Lightning Strike deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lightning Strike1R Instant Lightning Strike deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Strike1R Instant Lightning Strike deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Magmatic Hellkite2RR 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 PLAYbotbox.dev	Magmatic Hellkite2RR 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 PLAYbotbox.dev

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Riverpyre Verge Land {T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverpyre Verge Land {T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverpyre Verge Land {T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverpyre Verge Land {T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sarkhan, Dragon Ascendant ①①R 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 its other types and gains flying. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sarkhan, Dragon Ascendant ①①R 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 its other types and gains flying. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sarkhan, Dragon Ascendant ①①R 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 its other types and gains flying. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sarkhan, Dragon Ascendant ①①R 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 its other types and gains flying. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sarkhan, Soul Aflame ①①UR Legendary Creature -- Human Shaman Dragon spells you cast cost {1} less to cast. Whenever a Dragon you control enters, you may have Sarkhan become a copy of it until end of turn, except its name is Sarkhan, Soul Aflame and it's legendary in addition to its other types. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sarkhan, Soul Aflame ①①UR Legendary Creature -- Human Shaman Dragon spells you cast cost {1} less to cast. Whenever a Dragon you control enters, you may have Sarkhan become a copy of it until end of turn, except its name is Sarkhan, Soul Aflame and it's legendary in addition to its other types. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sarkhan, Soul Aflame ①①UR Legendary Creature -- Human Shaman Dragon spells you cast cost {1} less to cast. Whenever a Dragon you control enters, you may have Sarkhan become a copy of it until end of turn, except its name is Sarkhan, Soul Aflame and it's legendary in addition to its other types. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shivan Devastator ①XR Creature -- Dragon Hydra Flying, haste This creature enters with X +1/+1 counters on it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Resendez, Festus - Standard (ReCQ - Standard - SCG CON Denver - Friday -

sheet 6/9 - 8 cards - 2.5 x 3.5 in each

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Soulstone Sanctuary

Land

{T}: Add {C}.
{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terror of the Peaks 3R

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terror of the Peaks (3R)

Creature -- Dragon

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Spells your opponents cast that target this creature cost an additional 3 life to cast.
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5/4

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Twinflame Tyrant (3)(R)(R)

Creature -- Dragon

Flying
If a source you control would deal damage to an opponent or a permanent an opponent controls, it deals double that damage instead.

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Dragon

Flying

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3/5

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Disdainful Stroke (1)(U)

Instant

Counter target spell with mana value 4 or greater.

[sidebar]

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Disdainful Stroke (1)(U)

Instant

Counter target spell with mana value 4 or greater.

[sidebar]

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Negate (1) (U)

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate 1 U Instant Counter target noncreature spell. [sideboard] 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	Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	