

Atsushi, the Blazing Sky (2)(R)(R) Legendary Creature -- Dragon Spirit Flying, trample When Atsushi dies, choose one -- * Exile the top two cards of your library. Until the end of your next turn, you may play those cards. * Create three Treasure tokens. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Atsushi, the Blazing Sky (2)(R)(R) Legendary Creature -- Dragon Spirit Flying, trample When Atsushi dies, choose one -- * Exile the top two cards of your library. Until the end of your next turn, you may play those cards. * Create three Treasure tokens. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Atsushi, the Blazing Sky (2)(R)(R) Legendary Creature -- Dragon Spirit Flying, trample When Atsushi dies, choose one -- * Exile the top two cards of your library. Until the end of your next turn, you may play those cards. * Create three Treasure tokens. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonehoard Dracosaur (3)(R)(R) Creature -- Dinosaur Dragon Flying, first strike At the beginning of your upkeep, exile the top two cards of your library. You may play them this turn. If you exiled a land card this way, create a 3/1 red Dinosaur creature token. If you exiled a nonland card this way, create a Treasure token. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Grafdigger's Cage1 Artifact Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. 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 PLAYbotbox.dev	Invasion of Tarkir1R 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 PLAYbotbox.dev	Invasion of Tarkir1R 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 PLAYbotbox.dev	Invasion of Tarkir1R 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 PLAYbotbox.dev
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Manaform Hellkite 2R Creature -- Dragon Flying Whenever you cast a noncreature spell, create an X/X red Dragon Illusion creature token with flying and haste, where X is the amount of mana spent to cast that spell. Exile that token at the beginning of the next end step. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mutavault Token Land {T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mutavault Token Land {T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mutavault Token Land {T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Play with Fire R Instant Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Play with Fire R Instant Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Play with Fire R Instant Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Play with Fire R Instant Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Reckless Impulse 1R Sorcery Exile the top two cards of your library. Until the end of your next turn, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reckless Impulse 1R Sorcery Exile the top two cards of your library. Until the end of your next turn, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reckless Impulse 1R Sorcery Exile the top two cards of your library. Until the end of your next turn, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shatterskull Smashing XRR Sorcery Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead. ----- BACK FACE ----- Shatterskull, the Hammer Pass Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Shatterskull Smashing (X)(R)(R) Sorcery Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead. ----- BACK FACE ----- Shatterskull, the Hammer Pass Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shivan Devastator (X)(R) 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	Shivan Devastator (X)(R) 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	Shivan Devastator (X)(R) 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
Shivan Devastator (X)(R) 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	Torch the Tower (R) Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch the Tower (R) Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch the Tower (R) Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

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① R

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R R

Choose one --

- * Brotherhood's End deals 3 damage to each creature and each planeswalker.
- * Destroy all artifacts with mana value 3 or less.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R R

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sidebar]

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① R

This spell can't be countered.
Fry deals 5 damage to target creature or planeswalker that's white or blue.

[sidebar]

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Playtest cards - NayaKnight - Pioneer (BLACK - FRI - 2:30 PM - Pioneer Cup - MagicCon: sheet 9/10 - 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.

① R

This spell can't be countered.
Tears of Valakut deals 5 damage to
target creature with flying.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Tears of Valakut deals 5 damage to
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