## Burst Lightning (R)

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Clarion Conqueror (2)(W)

Creature -- Dragon

Flying
Activated abilities of artifacts, creatures, and planeswalkers can't be activated.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - MattTumavitch13 - Boros Dragons (Standard League)** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Erode {W}

Instant

Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

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Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

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## Inspiring Vantage

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Land

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

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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

**Playtest cards - MattTumavitch13 - Boros Dragons (Standard League)** sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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## Momo, Friendly Flier (W)

Legendary Creature -- Lemur Bat Ally

Flying
The first non-Lemur creature spell with flying you cast during each of your turns costs {1} less to cast.
Whenever another creature you control with flying enters, Momo gets +1/+1 until end of turn.

**1/1**

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## Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
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This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - MattTumavitch13 - Boros Dragons (Standard League)** sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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## Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Nova Hellkite {3}{R}{R}

Creature -- Dragon

Flying, haste
When this creature enters, it deals 1 damage to target creature an opponent controls.
Warp {2}{R} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

**4/5**

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Plains

Basic Land -- Plains

({T}: Add {W}.)

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


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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

## Smaug the Magnificent {2}{R}{R}

Legendary Creature -- Dragon

Flying, haste
Whenever Smaug attacks, he deals damage equal to the number of Treasures you control to any target.
At the beginning of your upkeep, create a Treasure token.

**4/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**4/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Sunbillow Verge

Land

{T}: Add {W}.
{T}: Add {R}. Activate only if you control a Mountain or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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{T}: Add {R}. Activate only if you control a Mountain or a Plains.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Twinmaw Stormbrood {5}{W}

Creature -- Dragon

Flying
When this creature enters, you gain 5 life.

**5/4**

- - - ADVENTURE - - -

## Charring Bite {1}{R}

Sorcery -- Omen

Charring Bite deals 5 damage to target creature without flying. (Then shuffle this card into its owner's library.)

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## Voice of Victory {1}{W}

Creature -- Human Bard

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.)
Your opponents can't cast spells during your turn.

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Your opponents can't cast spells during your turn.

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Boros Charm {R}{W}

Instant

Choose one --
* Boros Charm deals 4 damage to target player or planeswalker.
* Permanents you control gain indestructible until end of turn.
* Target creature gains double strike until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Instant

Choose one --
* Boros Charm deals 4 damage to target player or planeswalker.
* Permanents you control gain indestructible until end of turn.
* Target creature gains double strike until end of turn.

[sideboard]

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.

[sideboard]

**5/5**

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[sideboard]

**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**Erode** {W}

Instant

Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Get Lost** {1}{W}

Instant

Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Rest in Peace** {1}{W}

Enchantment

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Seam Rip** {W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Seam Rip** {W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Split Up** {1}{W}{W}

Sorcery

Choose one --
* Destroy all tapped creatures.
* Destroy all untapped creatures.

[sideboard]

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