

## 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.

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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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## Clarion Conqueror

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Creature -- Dragon

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

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| <div><div>Clarion Conqueror</div><div><div>2</div><div>W</div></div></div> <div><div>Creature -- Dragon</div><div>Flying<br/>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div>Clarion Conqueror</div><div><div>2</div><div>W</div></div></div> <div><div>Creature -- Dragon</div><div>Flying<br/>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Clarion Conqueror</div><div><div>2</div><div>W</div></div></div> <div><div>Creature -- Dragon</div><div>Flying<br/>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Erode</div><div><div>W</div></div></div> <div><div>Instant</div><div>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Erode</div><div><div>W</div></div></div> <div><div>Instant</div><div>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Inspiring Vantage</div></div> <div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div>Inspiring Vantage</div></div> <div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div>Inspiring Vantage</div></div> <div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                           |

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| <div>Inspiring Vantage</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                         | <div>Maelstrom of the Spirit Dragon</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a Dragon spell or an Omen spell.<br/>{4}, {T}, Sacrifice this land:<br/>Search your library for a Dragon card, reveal it, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                        | <div>Maelstrom of the Spirit Dragon</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a Dragon spell or an Omen spell.<br/>{4}, {T}, Sacrifice this land:<br/>Search your library for a Dragon card, reveal it, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                        | <div>Maelstrom of the Spirit Dragon</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a Dragon spell or an Omen spell.<br/>{4}, {T}, Sacrifice this land:<br/>Search your library for a Dragon card, reveal it, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                        |
| <div>Magmatic Hellkite    (2)(R)(R)</div> <div>Creature -- Dragon</div> <div>Flying<br/>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.)</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Magmatic Hellkite    (2)(R)(R)</div> <div>Creature -- Dragon</div> <div>Flying<br/>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.)</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Magmatic Hellkite    (2)(R)(R)</div> <div>Creature -- Dragon</div> <div>Flying<br/>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.)</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Magmatic Hellkite    (2)(R)(R)</div> <div>Creature -- Dragon</div> <div>Flying<br/>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.)</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <div> <div> <b>Momo, Friendly Flier</b> <span>W</span> </div> <div>           Legendary Creature -- Lemur Bat Ally         </div> <div>           Flying<br/>           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.         </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Momo, Friendly Flier</b> <span>W</span> </div> <div>           Legendary Creature -- Lemur Bat Ally         </div> <div>           Flying<br/>           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.         </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Momo, Friendly Flier</b> <span>W</span> </div> <div>           Legendary Creature -- Lemur Bat Ally         </div> <div>           Flying<br/>           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.         </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Momo, Friendly Flier</b> <span>W</span> </div> <div>           Legendary Creature -- Lemur Bat Ally         </div> <div>           Flying<br/>           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.         </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> |
| <div> <div> <b>Mountain</b> </div> <div>           Basic Land -- Mountain         </div> <div>           ({T}: Add {R}.)         </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                                                                                                                                                                                                      | <div> <div> <b>Multiversal Passage</b> </div> <div>           Land         </div> <div>           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.         </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                                                                                       | <div> <div> <b>Multiversal Passage</b> </div> <div>           Land         </div> <div>           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.         </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                                                                                       | <div> <div> <b>Multiversal Passage</b> </div> <div>           Land         </div> <div>           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.         </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                                                                                       |

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| <div>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                        | <div>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                        | <div>Sarkhan, Dragon Ascendant 1R</div> <div>Legendary Creature -- Human Druid</div> <div>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.)<br/>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.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Sarkhan, Dragon Ascendant 1R</div> <div>Legendary Creature -- Human Druid</div> <div>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.)<br/>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.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
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| <b>Voice of Victory</b> (1)(W)<br>Creature -- Human Bard<br>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.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Voice of Victory</b> (1)(W)<br>Creature -- Human Bard<br>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.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Voice of Victory</b> (1)(W)<br>Creature -- Human Bard<br>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.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Voice of Victory</b> (1)(W)<br>Creature -- Human Bard<br>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.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Boros Charm</b> (R)(W)<br>Instant<br>Choose one --<br>* Boros Charm deals 4 damage to target player or planeswalker.<br>* Permanents you control gain indestructible until end of turn.<br>* Target creature gains double strike until end of turn.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                             | <b>Boros Charm</b> (R)(W)<br>Instant<br>Choose one --<br>* Boros Charm deals 4 damage to target player or planeswalker.<br>* Permanents you control gain indestructible until end of turn.<br>* Target creature gains double strike until end of turn.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                             | <b>Desolation of Smaug</b> (2)(R)(R)<br>Sorcery<br>Desolation of Smaug deals 3 damage to each non-Dragon creature. Add four mana in any combination of colors. Spend this mana only to cast Dragon spells.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                         | <b>Desolation of Smaug</b> (2)(R)(R)<br>Sorcery<br>Desolation of Smaug deals 3 damage to each non-Dragon creature. Add four mana in any combination of colors. Spend this mana only to cast Dragon spells.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                         |

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| <div><div>Dragonhawk, Fate's Tempest</div><div><div>3</div><div>R</div><div>R</div></div></div> <div>Legendary Creature -- Bird Dragon</div> <div><div>Flying</div><div>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.</div></div> <div>[sideboard]</div> <div><div>5/5</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Get Lost</div><div><div>1</div><div>W</div></div></div> <div>Instant</div> <div><div>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.)</div></div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Get Lost</div><div><div>1</div><div>W</div></div></div> <div>Instant</div> <div><div>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.)</div></div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Rest in Peace</div><div><div>1</div><div>W</div></div></div> <div>Enchantment</div> <div><div>When this enchantment enters, exile all graveyards.</div><div>If a card or token would be put into a graveyard from anywhere, exile it instead.</div></div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Rest in Peace</div><div><div>1</div><div>W</div></div></div> <div>Enchantment</div> <div><div>When this enchantment enters, exile all graveyards.</div><div>If a card or token would be put into a graveyard from anywhere, exile it instead.</div></div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                      | <div><div>Rest in Peace</div><div><div>1</div><div>W</div></div></div> <div>Enchantment</div> <div><div>When this enchantment enters, exile all graveyards.</div><div>If a card or token would be put into a graveyard from anywhere, exile it instead.</div></div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                   | <div><div>Seam Rip</div><div><div>W</div></div></div> <div>Enchantment</div> <div><div>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</div></div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                         | <div><div>Seam Rip</div><div><div>W</div></div></div> <div>Enchantment</div> <div><div>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</div></div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>       |

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| <div><div>Seam Rip</div><div>Enchantment</div><div>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Seam Rip</div><div>Enchantment</div><div>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>The Legend of Roku</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Exile the top three cards of your library. Until the end of your next turn, you may play those cards.<br/>II -- Add one mana of any color.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>[sideboard]</div><div>--- BACK FACE ---</div><div><div>Avatar Roku</div><div>Legendary Creature -- Avatar</div><div>Firebending 4 (Whenever this creature attacks, add {R}{R}{R}{R}. This mana lasts until end of combat.)<br/>{8}: Create a 4/4 red Dragon creature token with flying and firebending 4.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
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