

<div> <div>Burst Lightning</div> <div>Instant</div> <div> <p>Kicker {4} (You may pay an additional {4} as you cast this spell.)</p> <p>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Burst Lightning</div> <div>Instant</div> <div> <p>Kicker {4} (You may pay an additional {4} as you cast this spell.)</p> <p>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Burst Lightning</div> <div>Instant</div> <div> <p>Kicker {4} (You may pay an additional {4} as you cast this spell.)</p> <p>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Burst Lightning</div> <div>Instant</div> <div> <p>Kicker {4} (You may pay an additional {4} as you cast this spell.)</p> <p>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Cavern of Souls</div> <div>Land</div> <div> <p>As this land enters, choose a creature type.</p> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color.</p> <p>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Cavern of Souls</div> <div>Land</div> <div> <p>As this land enters, choose a creature type.</p> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color.</p> <p>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Clarion Conqueror</div> <div>Creature -- Dragon</div> <div> <p>Flying</p> <p>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Clarion Conqueror</div> <div>Creature -- Dragon</div> <div> <p>Flying</p> <p>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>

<div><div>Clarion Conqueror</div><div><div>2</div><div>W</div></div></div> <div><div>Creature -- Dragon</div><div>Flying Activated abilities of artifacts, creatures, and planeswalkers can't be activated.</div><div><div>3/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Doorkeeper Thrull</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Thrull</div><div>Flash Flying Artifacts and creatures entering don't cause abilities to trigger.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Doorkeeper Thrull</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Thrull</div><div>Flash Flying Artifacts and creatures entering don't cause abilities to trigger.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Doorkeeper Thrull</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Thrull</div><div>Flash Flying Artifacts and creatures entering don't cause abilities to trigger.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Get Lost</div><div><div>1</div><div>W</div></div></div> <div><div>Instant</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Get Lost</div><div><div>1</div><div>W</div></div></div> <div><div>Instant</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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. {T}: Add {R} or {W}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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. {T}: Add {R} or {W}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

<div>Inspiring Vantage</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Inspiring Vantage</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {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}. {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.</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}. {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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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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.) <div>4/5</div> 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.) <div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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<div>Multiversal Passage</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Multiversal Passage</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Multiversal Passage</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Nova Hellkite</div> <div>Creature -- Dragon</div> <div>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.)</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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<p>Sacred Foundry</p> <p>Land -- Mountain Plains</p> <p>([T]: Add [R] or [W].) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sacred Foundry</p> <p>Land -- Mountain Plains</p> <p>([T]: Add [R] or [W].) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sacred Foundry</p> <p>Land -- Mountain Plains</p> <p>([T]: Add [R] or [W].) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sacred Foundry</p> <p>Land -- Mountain Plains</p> <p>([T]: Add [R] or [W].) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Sarkhan, Dragon Ascendant ①②</p> <p>Legendary Creature -- Human Druid</p> <p>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.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sarkhan, Dragon Ascendant ①②</p> <p>Legendary Creature -- Human Druid</p> <p>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.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sarkhan, Dragon Ascendant ①②</p> <p>Legendary Creature -- Human Druid</p> <p>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.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sarkhan, Dragon Ascendant ①②</p> <p>Legendary Creature -- Human Druid</p> <p>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.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - bomberboss - Boros Dragons (Standard Challenge 16)

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 6/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Smaug the Magnificent 2RR</div><div>Legendary Creature -- Dragon</div><div>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.</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Smaug the Magnificent 2RR</div><div>Legendary Creature -- Dragon</div><div>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.</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Smaug the Magnificent 2RR</div><div>Legendary Creature -- Dragon</div><div>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.</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Smaug the Magnificent 2RR</div><div>Legendary Creature -- Dragon</div><div>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.</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Sunbellow Verge</div><div>Land</div><div>{T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sunbellow Verge</div><div>Land</div><div>{T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sunbellow Verge</div><div>Land</div><div>{T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sunbellow Verge</div><div>Land</div><div>{T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Twinmaw Stormbrood</div> <div> <div>5</div> <div>W</div> </div> </div> <div> <div>Creature -- Dragon</div> <div> <div>Flying</div> <div>When this creature enters, you gain 5 life.</div> </div> <div>5/4</div> <div>----- ADVENTURE -----</div> <div> <div>Charring Bite</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Sorcery -- Omen</div> <div>Charring Bite deals 5 damage to target creature without flying. (Then shuffle this card into its owner's library.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Twinmaw Stormbrood</div> <div> <div>5</div> <div>W</div> </div> </div> <div> <div>Creature -- Dragon</div> <div> <div>Flying</div> <div>When this creature enters, you gain 5 life.</div> </div> <div>5/4</div> <div>----- ADVENTURE -----</div> <div> <div>Charring Bite</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Sorcery -- Omen</div> <div>Charring Bite deals 5 damage to target creature without flying. (Then shuffle this card into its owner's library.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Voice of Victory</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Bard</div> <div> <div>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.)</div> <div>Your opponents can't cast spells during your turn.</div> </div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Voice of Victory</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Bard</div> <div> <div>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.)</div> <div>Your opponents can't cast spells during your turn.</div> </div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Dawn's Truce</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <div>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)</div> <div>You and permanents you control gain hexproof until end of turn. If the gift was promised, permanents you control also gain indestructible until end of turn.</div> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Desolation of Smaug</div> <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Desolation of Smaug deals 3 damage to each non-Dragon creature.</div> <div>Add four mana in any combination of colors. Spend this mana only to cast Dragon spells.</div> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Doorkeeper Thrull</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Thrull</div> <div> <div>Flash</div> <div>Flying</div> <div>Artifacts and creatures entering don't cause abilities to trigger.</div> </div> <div>[sideboard]</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Get Lost</div> <div> <div>1</div> <div>W</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

Rest in Peace (1)(W) <hr/> Enchantment <hr/> When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard]	Rest in Peace (1)(W) <hr/> Enchantment <hr/> When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard]	Rest in Peace (1)(W) <hr/> Enchantment <hr/> When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard]	Seam Rip (W) <hr/> Enchantment <hr/> When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. [sideboard]
Seam Rip (W) <hr/> Enchantment <hr/> When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. [sideboard]	Seam Rip (W) <hr/> Enchantment <hr/> When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. [sideboard]	Sunspine Lynx (2)(R)(R) <hr/> Creature -- Elemental Cat <hr/> Players can't gain life. Damage can't be prevented. When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls. [sideboard] <div>5/4</div>	Sunspine Lynx (2)(R)(R) <hr/> Creature -- Elemental Cat <hr/> Players can't gain life. Damage can't be prevented. When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls. [sideboard] <div>5/4</div>
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Sunspine Lynx2RR</div><div>Creature -- Elemental Cat</div><div>Players can't gain life. Damage can't be prevented. When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.</div><div>[sideboard]</div><div>5/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>The Legend of Roku2RR</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.) I -- Exile the top three cards of your library. Until the end of your next turn, you may play those cards. II -- Add one mana of any color. III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>[sideboard]</div><div>----- -- -- BACK FACE -- --</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.) {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><div>Voice of Victory1W</div><div>Creature -- Human Bard</div><div>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.</div><div>[sideboard]</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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