

<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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div> <div>3/3</div> </div> </div>

Clarion Conqueror (2)(W) Creature -- Dragon Flying Activated abilities of artifacts, creatures, and planeswalkers can't be activated. <div>3/3</div> 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. <div>3/3</div> 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. <div>3/3</div> 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. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	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	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

<div>Inspiring Vantage</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {R} or {W}.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Maelstrom of the Spirit Dragon</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color.</p> <p>Spend this mana only to cast a Dragon spell or an Omen spell.</p> <p>{4}, {T}, Sacrifice this land: Search your library for a Dragon card, reveal it, put it into your hand, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Maelstrom of the Spirit Dragon</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color.</p> <p>Spend this mana only to cast a Dragon spell or an Omen spell.</p> <p>{4}, {T}, Sacrifice this land: Search your library for a Dragon card, reveal it, put it into your hand, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Maelstrom of the Spirit Dragon</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color.</p> <p>Spend this mana only to cast a Dragon spell or an Omen spell.</p> <p>{4}, {T}, Sacrifice this land: Search your library for a Dragon card, reveal it, put it into your hand, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Magda, the Hoardmaster (1)(R)</div> <div>Legendary Creature -- Dwarf Berserker</div> <div> <p>Whenever you commit a crime, create a tapped Treasure token. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)</p> <p>Sacrifice three Treasures: Create a 4/4 red Scorpion Dragon creature token with flying and haste.</p> <p>Activate only as a sorcery.</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Magmatic Hellkite (2)(R)(R)</div> <div>Creature -- Dragon</div> <div> <p>Flying</p> <p>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.)</p> </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> <p>Flying</p> <p>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.)</p> </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> <p>Flying</p> <p>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.)</p> </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>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 his 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 his 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 his 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 his other types and gains flying.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Smaug the Magnificent ②③④</p> <p>Legendary Creature -- Dragon</p> <p>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.</p> <p>4/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div><div>Smaug the Magnificent (2)(R)(R)</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 (2)(R)(R)</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 (2)(R)(R)</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>Sunbillion Verge</div><div>Land</div><div>{T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<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>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>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>Boros Charm</div> <div> <div>R</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <div>Choose one --</div> <div> <div>* Boros Charm deals 4 damage to target player or planeswalker.</div> <div>* Permanents you control gain indestructible until end of turn.</div> <div>* Target creature gains double strike until end of turn.</div> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div></div>	<div> <div>Boros Charm</div> <div> <div>R</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <div>Choose one --</div> <div> <div>* Boros Charm deals 4 damage to target player or planeswalker.</div> <div>* Permanents you control gain indestructible until end of turn.</div> <div>* Target creature gains double strike until end of turn.</div> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div></div>	<div> <div>Dragonhawk, Fate's Tempest</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </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> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Rest in Peace</div><div><div>1</div><div>W</div></div></div><div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Rest in Peace</div><div><div>1</div><div>W</div></div></div><div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Rest in Peace</div><div><div>1</div><div>W</div></div></div><div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Seam Rip</div><div><div>W</div></div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Seam Rip</div><div><div>W</div></div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Sheltered by Ghosts</div><div><div>1</div><div>W</div></div></div><div><div>Enchantment -- Aura</div><div>Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Solitary Cell</div><div><div>R</div><div>W</div></div></div><div><div>Artifact</div><div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 3 or less until this artifact leaves the battlefield. {1}, {T}, Discard a legendary card: Draw a card.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div><div>Split Up<div><div>1WW</div></div></div><div>Sorcery</div><div>Choose one -- * Destroy all tapped creatures. * Destroy all untapped creatures.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Split Up<div><div>1WW</div></div></div><div>Sorcery</div><div>Choose one -- * Destroy all tapped creatures. * Destroy all untapped creatures.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>The Legend of Roku<div><div>2RR</div></div></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>
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