## 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


## 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

## 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

## 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


## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## 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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Land

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{T}: Add {C}.
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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



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

**3/3**

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.

**5/5**

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


## 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


## 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


**Playtest cards - Platinum-Mythic Rank Player - Boros Dragons (Traditional Standard Ranked** sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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**Maelstrom of the Spirit Dragon**

Land

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{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

**Magmatic Hellkite** 2RR

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**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**4/5**

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.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**1/1**

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**Playtest cards - Platinum-Mythic Rank Player - Boros Dragons (Traditional Standard Ranked** sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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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.
This land is the chosen type.

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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**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**4/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## 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

## 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

## 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**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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


## Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Sundown Pass

Land

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

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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


## Ajani Unrelenting {4}{R}{R}

Legendary Planeswalker -- Ajani

Whenever you activate a loyalty ability, create a 2/2 colorless Wizard Soldier creature token named Cadet.
[+1]: Creatures you control get +1/+0 and gain haste until end of turn.
[-2]: Discard your hand, then draw a card for each creature you control.
[-3]: Ajani deals 4 damage to each creature except for tokens you control.

[sideboard]

**L 5**

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


## Desolation of Smaug {2}{R}{R}

Sorcery

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Platinum-Mythic Rank Player - Boros Dragons (Traditional Standard Ranked** sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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## Fire Magic {R}

Instant

Tiered (Choose one additional cost.)
* Fire -- {0} -- Fire Magic deals 1 damage to each creature.
* Fira -- {2} -- Fire Magic deals 2 damage to each creature.
* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pyrrhic Strike {2}{W}

Instant

As an additional cost to cast this spell, you may blight 2. (You may put two -1/-1 counters on a creature you control.)
Choose one. If this spell's additional cost was paid, choose both instead.
* Destroy target artifact or enchantment.
* Destroy target creature with mana value 3 or greater.

[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

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Soul-Guide Lantern {1}

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Platinum-Mythic Rank Player - Boros Dragons (Traditional Standard Ranked** sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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## The Legend of Roku ②ⓇⓇ

Enchantment -- Saga

(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.

[sideboard]

- - - BACK FACE - - -

## Avatar Roku

Legendary Creature -- Avatar

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.

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## The Ooze ②

Legendary Artifact

Whenever a creature you control with a +1/+1 counter on it leaves the battlefield, create a Mutagen token for each +1/+1 counter on it. (A Mutagen token is an artifact with "{1}, {T}, Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.")
{T}: Exile target card from a graveyard. Create a Mutagen token.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Torpor Orb ②

Artifact

Creatures entering don't cause abilities to trigger.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Platinum-Mythic Rank Player - Boros Dragons (Traditional Standard Ranked** sheet 10/10 - 3 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.