

① R

As an additional cost to cast this spell, you may reveal a Dragon card from your hand.

Dragon Roar deals 3 damage to target creature. If you revealed a Dragon card or controlled a Dragon as you cast this spell, Draconic Roar deals 3 damage to that creature's controller.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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① R R

Exquisite Firecraft deals 4 damage to any target.

Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, this spell can't be countered.

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Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, this spell can't be countered.

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Fiery Impulse deals 2 damage to target creature.
Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead.

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Fiery Impulse deals 2 damage to target creature.
Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead.

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③ ④

Whenever this creature attacks, target creature can't block this turn.

Dash {2}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

3/2

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Land

{T}: Add {C}.
 {T}: Add one mana of any color.
 Spend this mana only to cast a
 Dragon creature spell.
 {2}, {T}, Sacrifice this land:
 Return target Dragon creature card
 or Ugin planeswalker card from your
 graveyard to your hand.

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Land

{T}: Add {C}.
{T}: Add one mana of any color.
Spend this mana only to cast a
Dragon creature spell.
{2}, {T}, Sacrifice this land:
Return target Dragon creature card
or Ugin planeswalker card from your
graveyard to your hand.

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{T}: Add {C}.
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Create three 1/1 red Goblin creature tokens.

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{R}: This creature gets +1/+0 until end of turn.

Dash {R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

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1/1

®

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1/1

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1/1

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®

Haste
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

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Haste
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

1/2

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Haste
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

1/2

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Monastery Swiftspear Ⓜ Creature -- Human Monk Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Outpost Siege Enchantment As this enchantment enters, choose Khans or Dragons. * Khans -- At the beginning of your upkeep, exile the top card of your library. Until end of turn, you may play that card. * Dragons -- Whenever a creature you control leaves the battlefield, this enchantment deals 1 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Outpost Siege Enchantment As this enchantment enters, choose Khans or Dragons. * Khans -- At the beginning of your upkeep, exile the top card of your library. Until end of turn, you may play that card. * Dragons -- Whenever a creature you control leaves the battlefield, this enchantment deals 1 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sarkhan, the Dragonspeaker Legendary Planeswalker -- Sarkhan [+1]: Until end of turn, Sarkhan becomes a legendary 4/4 red Dragon creature with flying, indestructible, and haste. (He doesn't lose loyalty while he's not a planeswalker.) [-3]: Sarkhan deals 4 damage to target creature. [-6]: You get an emblem with "At the beginning of your draw step, draw two additional cards" and "At the beginning of your end step, discard your hand." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sarkhan, the Dragonspeaker (3)(R)(R) Legendary Planeswalker -- Sarkhan [+1]: Until end of turn, Sarkhan becomes a legendary 4/4 red Dragon creature with flying, indestructible, and haste. (He doesn't lose loyalty while he's not a planeswalker.) [-3]: Sarkhan deals 4 damage to target creature. [-6]: You get an emblem with "At the beginning of your draw step, draw two additional cards" and "At the beginning of your end step, discard your hand." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thunderbreak Regent (2)(R)(R) Creature -- Dragon Flying Whenever a Dragon you control becomes the target of a spell or ability an opponent controls, this creature deals 3 damage to that player. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thunderbreak Regent (2)(R)(R) Creature -- Dragon Flying Whenever a Dragon you control becomes the target of a spell or ability an opponent controls, this creature deals 3 damage to that player. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thunderbreak Regent (2)(R)(R) Creature -- Dragon Flying Whenever a Dragon you control becomes the target of a spell or ability an opponent controls, this creature deals 3 damage to that player. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Wild Slash R Instant Ferocious -- If you control a creature with power 4 or greater, damage can't be prevented this turn. Wild Slash deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zurgo Bellstriker R Legendary Creature -- Orc Warrior Zurgo can't block creatures with power 2 or greater. Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zurgo Bellstriker R Legendary Creature -- Orc Warrior Zurgo can't block creatures with power 2 or greater. Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zurgo Bellstriker R Legendary Creature -- Orc Warrior Zurgo can't block creatures with power 2 or greater. Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Arc Lightning 2 R Sorcery Arc Lightning deals 3 damage divided as you choose among one, two, or three targets. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arc Lightning 2 R Sorcery Arc Lightning deals 3 damage divided as you choose among one, two, or three targets. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arc Lightning 2 R Sorcery Arc Lightning deals 3 damage divided as you choose among one, two, or three targets. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mardu Scout R R Creature -- Goblin Scout Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓡ Ⓡ

Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

[sidebar]

3/1

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Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

[sidebar]

3/1

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③ ④

As this enchantment enters, choose Khans or Dragons.

* Khans -- At the beginning of your upkeep, exile the top card of your library. Until end of turn, you may play that card.

* Dragons -- Whenever a creature you control leaves the battlefield, this enchantment deals 1 damage to any target.

[sidebar]

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* Khans -- At the beginning of your upkeep, exile the top card of your library. Until end of turn, you may play that card.

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[sidebar]

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① R

Roast deals 5 damage to target creature without flying.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Roast deals 5 damage to target creature without flying.

[sidebar]

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Roast deals 5 damage to target creature without flying.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

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[sideboard]

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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 9/10 - 8 cards - 2.5 x 3.5 in each

Touch of the Void 2R Sorcery Devoid (This card has no color.) Touch of the Void deals 3 damage to any target. If a creature dealt damage this way would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Touch of the Void 2R Sorcery Devoid (This card has no color.) Touch of the Void deals 3 damage to any target. If a creature dealt damage this way would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Touch of the Void 2R Sorcery Devoid (This card has no color.) Touch of the Void deals 3 damage to any target. If a creature dealt damage this way would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	