Burning-Tree Emissary {R/G}{R/G}

Creature -- Human Shaman

When this creature enters, add {R}{G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Burning-Tree Emissary {R/G}{R/G}

Creature -- Human Shaman

When this creature enters, add {R}{G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fireblast {4}{R}{R}

Instant

You may sacrifice two Mountains rather than pay this spell's mana cost.
Fireblast deals 4 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forbidden Friendship {1}{R}

Sorcery

Create a 1/1 red Dinosaur creature token with haste and a 1/1 white Human Soldier creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forbidden Friendship {1}{R}

Sorcery

Create a 1/1 red Dinosaur creature token with haste and a 1/1 white Human Soldier creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foundry Street Denizen {R}

Creature -- Goblin Warrior

Whenever another red creature you control enters, this creature gets +1/+0 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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Foundry Street Denizen {R}

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Bushwhacker {R}

Creature -- Goblin Warrior

Kicker {R} (You may pay an additional {R} as you cast this spell.)
When this creature enters, if it was kicked, creatures you control get +1/+0 and gain haste until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Bushwhacker {R}

Creature -- Goblin Warrior

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Instigator {1}{R}

Creature -- Goblin Rogue

When this creature enters, create a 1/1 red Goblin creature token.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - milm - Mono Red Rally (Paupergenesis - CubeCon DMV) sheet 2/10 - 8 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.

Goblin Instigator {1}{R}

Creature -- Goblin Rogue

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Instigator {1}{R}

Creature -- Goblin Rogue

When this creature enters, create a 1/1 red Goblin creature token.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grand Ball Guest {1}{R}

Creature -- Human Peasant

Celebration -- This creature gets +1/+1 and has trample as long as two or more nonland permanents entered the battlefield under your control this turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kruin Striker {1}{R}

Creature -- Human Warrior

Whenever another creature you control enters, this creature gets +1/+0 and gains trample until end of turn. (It can deal excess combat damage to the player or planeswalker it's attacking.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kruin Striker {1}{R}

Creature -- Human Warrior

Whenever another creature you control enters, this creature gets +1/+0 and gains trample until end of turn. (It can deal excess combat damage to the player or planeswalker it's attacking.)

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Whenever another creature you control enters, this creature gets +1/+0 and gains trample until end of turn. (It can deal excess combat damage to the player or planeswalker it's attacking.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Bolt {R}

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - milm - Mono Red Rally (Paupergenesis - CubeCon DMV) sheet 3/10 - 8 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.

Lightning Bolt (R)

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lightning Bolt deals 3 damage to any target.

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Lightning Bolt (R)

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mogg War Marshal (1)(R)

Creature -- Goblin Warrior

Echo {1}{R} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)
When this creature enters or dies, create a 1/1 red Goblin creature token.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Goblin Warrior

Echo {1}{R} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)
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1/1

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When this creature enters or dies, create a 1/1 red Goblin creature token.

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}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - milm - Mono Red Rally (Paupergenesis - CubeCon DMV) sheet 4/10 - 8 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.

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

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({T}: Add {R}.)

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Rally at the Hornburg {1}{R}

Sorcery

Create two 1/1 white Human Soldier creature tokens. Humans you control gain haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Create two 1/1 white Human Soldier creature tokens. Humans you control gain haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raphael, Tough Turtle {1}{R}

Legendary Creature -- Mutant Ninja Turtle

Alliance -- Whenever another creature you control enters, Raphael deals 1 damage to target opponent.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raphael, Tough Turtle {1}{R}

Legendary Creature -- Mutant Ninja Turtle

Alliance -- Whenever another creature you control enters, Raphael deals 1 damage to target opponent.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simian Spirit Guide {2}{R}

Creature -- Ape Spirit

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simian Spirit Guide {2}{R}

Creature -- Ape Spirit

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - milm - Mono Red Rally (Paupergenesis - CubeCon DMV) sheet 7/10 - 8 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.

Simian Spirit Guide (2)(R)

Creature -- Ape Spirit

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simian Spirit Guide (2)(R)

Creature -- Ape Spirit

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voldaren Epicure (R)

Creature -- Vampire

When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voldaren Epicure (R)

Creature -- Vampire

When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hissing Iguanar (2)(R)

Creature -- Lizard

Whenever another creature dies, you may have this creature deal 1 damage to target player or planeswalker.

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hissing Iguanar (2)(R)

Creature -- Lizard

Whenever another creature dies, you may have this creature deal 1 damage to target player or planeswalker.

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magmatic Chasm (1)(R)

Sorcery

Creatures without flying can't block this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magmatic Chasm (1)(R)

Sorcery

Creatures without flying can't block this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - milm - Mono Red Rally (Paupergenesis - CubeCon DMV) sheet 8/10 - 8 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.

Molten Rain {1}{R}{R}

Sorcery

Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Molten Rain {1}{R}{R}

Sorcery

Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Molten Rain {1}{R}{R}

Sorcery

Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Red Elemental Blast {R}

Instant

Choose one --
* Counter target blue spell.
* Destroy target blue permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Red Elemental Blast {R}

Instant

Choose one --
* Counter target blue spell.
* Destroy target blue permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smash to Smithereens {1}{R}

Instant

Destroy target artifact. Smash to Smithereens deals 3 damage to that artifact's controller.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tectonic Hazard {R}

Sorcery

Tectonic Hazard deals 1 damage to each opponent and each creature they control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt {0}

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

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Tormod's Crypt (0)

Artifact

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt (0)

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Traitorous Blood (1)(R)(R)

Sorcery

Gain control of target creature until end of turn. Untap it. It gains trample and haste until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.