

Dire Fleet Daredevil (1)(R) Creature -- Human Pirate First strike When this creature enters, exile target instant or sorcery card from an opponent's graveyard. You may cast it this turn, and mana of any type can be spent to cast that spell. If that spell would be put into a graveyard, exile it instead. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dismissive Pyromancer (1)(R) Creature -- Human Wizard {R}, {T}, Discard a card: Draw a card. {2}{R}, {T}, Sacrifice this creature: It deals 4 damage to target creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dismissive Pyromancer (1)(R) Creature -- Human Wizard {R}, {T}, Discard a card: Draw a card. {2}{R}, {T}, Sacrifice this creature: It deals 4 damage to target creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Experimental Frenzy (3)(R) Enchantment You may look at the top card of your library any time. You may play lands and cast spells from the top of your library. You can't play lands or cast spells from your hand. {3}{R}: Destroy this enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Experimental Frenzy (3)(R) Enchantment You may look at the top card of your library any time. You may play lands and cast spells from the top of your library. You can't play lands or cast spells from your hand. {3}{R}: Destroy this enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Experimental Frenzy (3)(R) Enchantment You may look at the top card of your library any time. You may play lands and cast spells from the top of your library. You can't play lands or cast spells from your hand. {3}{R}: Destroy this enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Chainwhirler (R)(R)(R) Creature -- Goblin Warrior First strike When this creature enters, it deals 1 damage to each opponent and each creature and planeswalker they control. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Chainwhirler (R)(R)(R) Creature -- Goblin Warrior First strike When this creature enters, it deals 1 damage to each opponent and each creature and planeswalker they control. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

RRR

First strike
When this creature enters, it deals 1 damage to each opponent and each creature and planeswalker they control.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

RRR

First strike
When this creature enters, it deals 1 damage to each opponent and each creature and planeswalker they control.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② R

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)
At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token gains haste until end of turn and attacks this combat if able.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Lightning Strike deals 3 damage to any target.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Rekindling Phoenix (2)(R)(R) Creature -- Phoenix Flying When this creature dies, create a 0/1 red Elemental creature token with "At the beginning of your upkeep, sacrifice this token and return target card named Rekindling Phoenix from your graveyard to the battlefield. It gains haste until end of turn." 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rekindling Phoenix (2)(R)(R) Creature -- Phoenix Flying When this creature dies, create a 0/1 red Elemental creature token with "At the beginning of your upkeep, sacrifice this token and return target card named Rekindling Phoenix from your graveyard to the battlefield. It gains haste until end of turn." 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rekindling Phoenix (2)(R)(R) Creature -- Phoenix Flying When this creature dies, create a 0/1 red Elemental creature token with "At the beginning of your upkeep, sacrifice this token and return target card named Rekindling Phoenix from your graveyard to the battlefield. It gains haste until end of turn." 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Runaway Steam-Kin (1)(R) Creature -- Elemental Whenever you cast a red spell, if this creature has fewer than three +1/+1 counters on it, put a +1/+1 counter on this creature. Remove three +1/+1 counters from this creature: Add {R}{R}{R}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Runaway Steam-Kin (1)(R) Creature -- Elemental Whenever you cast a red spell, if this creature has fewer than three +1/+1 counters on it, put a +1/+1 counter on this creature. Remove three +1/+1 counters from this creature: Add {R}{R}{R}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Runaway Steam-Kin (1)(R) Creature -- Elemental Whenever you cast a red spell, if this creature has fewer than three +1/+1 counters on it, put a +1/+1 counter on this creature. Remove three +1/+1 counters from this creature: Add {R}{R}{R}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Runaway Steam-Kin (1)(R) Creature -- Elemental Whenever you cast a red spell, if this creature has fewer than three +1/+1 counters on it, put a +1/+1 counter on this creature. Remove three +1/+1 counters from this creature: Add {R}{R}{R}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sarkhan, Fireblood (1)(R)(R) Legendary Planeswalker -- Sarkhan [+1]: You may discard a card. If you do, draw a card. [+1]: Add two mana in any combination of colors. Spend this mana only to cast Dragon spells. [-7]: Create four 5/5 red Dragon creature tokens with flying. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - action_andy - Standard (Standard League)

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

Sarkhan, Fireblood (1)(R)(R) Legendary Planeswalker -- Sarkhan [+1]: You may discard a card. If you do, draw a card. [+1]: Add two mana in any combination of colors. Spend this mana only to cast Dragon spells. [-7]: Create four 5/5 red Dragon creature tokens with flying. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shivan Fire (R) Instant Kicker {4} (You may pay an additional {4} as you cast this spell.) Shivan Fire deals 2 damage to target creature. If this spell was kicked, it deals 4 damage instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shivan Fire (R) Instant Kicker {4} (You may pay an additional {4} as you cast this spell.) Shivan Fire deals 2 damage to target creature. If this spell was kicked, it deals 4 damage instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shock (R) Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Siege-Gang Commander (3)(R)(R) Creature -- Goblin When this creature enters, create three 1/1 red Goblin creature tokens. {1}{R}, Sacrifice a Goblin: This creature deals 2 damage to any target. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Verix Bladewing (2)(R)(R) Legendary Creature -- Dragon Kicker {3} (You may pay an additional {3} as you cast this spell.) Flying When Verix Bladewing enters, if it was kicked, create Karox Bladewing, a legendary 4/4 red Dragon creature token with flying. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Verix Bladewing (2)(R)(R) Legendary Creature -- Dragon Kicker {3} (You may pay an additional {3} as you cast this spell.) Flying When Verix Bladewing enters, if it was kicked, create Karox Bladewing, a legendary 4/4 red Dragon creature token with flying. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Verix Bladewing (2)(R)(R) Legendary Creature -- Dragon Kicker {3} (You may pay an additional {3} as you cast this spell.) Flying When Verix Bladewing enters, if it was kicked, create Karox Bladewing, a legendary 4/4 red Dragon creature token with flying. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Banefire (X)(R) Sorcery Banefire deals X damage to any target. If X is 5 or more, this spell can't be countered and the damage can't be prevented. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Banefire (X)(R) Sorcery Banefire deals X damage to any target. If X is 5 or more, this spell can't be countered and the damage can't be prevented. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Demanding Dragon (3)(R)(R) Creature -- Dragon Flying When this creature enters, it deals 5 damage to target opponent unless that player sacrifices a creature of their choice. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dire Fleet Daredevil (1)(R) Creature -- Human Pirate First strike When this creature enters, exile target instant or sorcery card from an opponent's graveyard. You may cast it this turn, and mana of any type can be spent to cast that spell. If that spell would be put into a graveyard, exile it instead. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Lightning Mare R R Creature -- Elemental Horse This spell can't be countered. This creature can't be blocked by blue creatures. {1}{R}: This creature gets +1/+0 until end of turn. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Mare R R Creature -- Elemental Horse This spell can't be countered. This creature can't be blocked by blue creatures. {1}{R}: This creature gets +1/+0 until end of turn. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Mare R R Creature -- Elemental Horse This spell can't be countered. This creature can't be blocked by blue creatures. {1}{R}: This creature gets +1/+0 until end of turn. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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