

Arclight Phoenix 3 R Creature -- Phoenix Flying, haste At the beginning of combat on your turn, if you've cast three or more instant and sorcery spells this turn, return this card from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arclight Phoenix 3 R Creature -- Phoenix Flying, haste At the beginning of combat on your turn, if you've cast three or more instant and sorcery spells this turn, return this card from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arclight Phoenix 3 R Creature -- Phoenix Flying, haste At the beginning of combat on your turn, if you've cast three or more instant and sorcery spells this turn, return this card from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arclight Phoenix 3 R Creature -- Phoenix Flying, haste At the beginning of combat on your turn, if you've cast three or more instant and sorcery spells this turn, return this card from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Chart a Course 1 U Sorcery Draw two cards. Then discard a card unless you attacked this turn. 1U PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chart a Course 1 U Sorcery Draw two cards. Then discard a card unless you attacked this turn. 1U PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chart a Course 1 U Sorcery Draw two cards. Then discard a card unless you attacked this turn. 1U PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chart a Course 1 U Sorcery Draw two cards. Then discard a card unless you attacked this turn. 1U PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Chemister's Insight (3)(U) Instant Draw two cards. Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.) */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crackling Drake (U)(U)(R)(R) Creature -- Drake Flying Crackling Drake's power is equal to the total number of instant and sorcery cards you own in exile and in your graveyard. When this creature enters, draw a card. */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crackling Drake (U)(U)(R)(R) Creature -- Drake Flying Crackling Drake's power is equal to the total number of instant and sorcery cards you own in exile and in your graveyard. When this creature enters, draw a card. */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crackling Drake (U)(U)(R)(R) Creature -- Drake Flying Crackling Drake's power is equal to the total number of instant and sorcery cards you own in exile and in your graveyard. When this creature enters, draw a card. */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Goblin Electromancer UR Creature -- Goblin Wizard Instant and sorcery spells you cast cost {1} less to cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Highland Lake Land This land enters tapped. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Radical Idea Instant Draw a card. Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)	Radical Idea Instant Draw a card. Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)	Ral, Izzet Viceroy Legendary Planeswalker -- Ral [+1]: Look at the top two cards of your library. Put one of them into your hand and the other into your graveyard. [-3]: Ral deals damage to target creature equal to the total number of instant and sorcery cards you own in exile and in your graveyard. [-8]: You get an emblem with "Whenever you cast an instant or sorcery spell, this emblem deals 4 damage to any target and you draw two cards." L 5	Shock Instant Shock deals 2 damage to any target.

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Beacon Bolt Sorcery Beacon Bolt deals damage to target creature equal to the total number of instant and sorcery cards you own in exile and in your graveyard. Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beacon Bolt Sorcery Beacon Bolt deals damage to target creature equal to the total number of instant and sorcery cards you own in exile and in your graveyard. Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disdainful Stroke Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiery Cannonade Instant Fiery Cannonade deals 2 damage to each non-Pirate creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

②R

Fiery Cannonade deals 2 damage to each non-Pirate creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Kicker {5}{R} (You may pay an additional {5}{R} as you cast this spell.)
Fight with Fire deals 5 damage to target creature. If this spell was kicked, it deals 10 damage divided as you choose among any number of targets instead. (Those targets can include players and planeswalkers.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U R

Whenever you cast an instant or sorcery spell, put a charge counter on this enchantment.

{1}{U}, Remove two charge counters from this enchantment: Draw a card.

{1}{R}, Remove five charge counters from this enchantment: It deals 5 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U R

Whenever you cast an instant or sorcery spell, put a charge counter on this enchantment.

{1}{U}, Remove two charge counters from this enchantment: Draw a card.

{1}{R}, Remove five charge counters from this enchantment: It deals 5 damage to any target.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

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.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Counter target noncreature spell.

[sidebar]

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①②

Counter target noncreature spell.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Niv-Mizzet, Parun UUURRR Legendary Creature -- Dragon Wizard This spell can't be countered. Flying Whenever you draw a card, Niv-Mizzet deals 1 damage to any target. Whenever a player casts an instant or sorcery spell, you draw a card. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Niv-Mizzet, Parun UUURRR Legendary Creature -- Dragon Wizard This spell can't be countered. Flying Whenever you draw a card, Niv-Mizzet deals 1 damage to any target. Whenever a player casts an instant or sorcery spell, you draw a card. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ral, Izzet Viceroy 3UR Legendary Planeswalker -- Ral [+1]: Look at the top two cards of your library. Put one of them into your hand and the other into your graveyard. [-3]: Ral deals damage to target creature equal to the total number of instant and sorcery cards you own in exile and in your graveyard. [-8]: You get an emblem with "Whenever you cast an instant or sorcery spell, this emblem deals 4 damage to any target and you draw two cards." [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

Playtest cards - BigBoss5150 - 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 10/10 - 3 cards - 2.5 x 3.5 in each